COURSE OUTLINE

1. GENERAL

2. 02.12.012				
SCHOOL:	BUSINESS AND ECONOMICS			
DEPARTMENT	BUSINESS ADMINISTRATION			
DIVISION	TOURISM AND HOSPITALITY MANAGEMENT			
LEVEL OF STUDY	UNDERGRADUATE			
COURSE UNIT CODE	3103503 SEMESTER OF STUDY 5			
COURSE TITLE	OBJECT ORIENTED PROGRAMMING			
COURSEWORK BREAKDOWN			TEACHING WEEKLY HOUR	ECTS Credits
Lectures, Workshops and Laboratory Exercises		6	6	
COURSE UNIT TYPE	SPECIAL BACKGROUND COURSE			
PREREQUISITES :	INTRODUCTION TO INFORMATICS AND COMPUTER PROGRAMMING			
LANGUAGE OF	GREEK			
INSTRUCTION/EXAMS:				
COURSE DELIVERED TO	YES			
ERASMUS STUDENTS				
MODULE WEB PAGE (URL)	http://moodle.teipir.gr/course/info.php?id=62			

2. LEARNING OUTCOMES

Learning Outcomes

The course aims to equip the students with the necessary theoretical knowledge and practical skills relating to the current methodology and technology of software development. Particularly, emphasis is given to:

- the development of applications in Window environment (GUI) WEB environment.
- the methodological approach and techniques of object-oriented programming

Upon successful completion of this course, students will be able to:

- Describe and identify concepts related to object-oriented programming such as classes, objects, polymorphism, inheritance, abstraction and encapsulation.
- Describe and apply methodological approaches and techniques for designing and development of software applications utilising the object-oriented programming approach.
- Design small scale applications using the Design language UML.
- Develop small scale software applications using classes, objects, structures, interfaces, event handlers and overlapping functions.
- Compose programs by following syntax rules of object oriented programming.
- Utilize libraries of the WINDOWS programming environment.

General Skills

- Individual work
- Teamwork
- Search, analysis and aggregation of data and information with the utilisation of the required technology
- Planning and management of a project

3. COURSE CONTENTS

• Introduction to Object Oriented Programming (OOP)

- Methodological frame for OOP
- Design software applications
- The UML object oriented design language
- Software Development Environments for OOP
- Programming Language for OOP (C++, C#, Visual Basic, JAVA)
 - Variables and operands
 - Data types, structures
 - Commands
 - Assignment Operands
 - Subroutines and functions
 - Classes and Objects
 - Interfaces
 - Properties and Methods
 - Arrays, Indexers and enumerators
 - Delegates and Events
 - Event handlers
- Polymorphism and Inheritance
- Subtraction and encapsulation
- File management
- Libraries

The practical part of the course includes the development of real world application in one of the following programming tools (VISUAL Studio.NET, C++, JAVA)

4. TEACHING METHODS - ASSESSMENT

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MODE OF DELIVERY	In-Class			
USE OF INFORMATION AND	Support of the learning process through the LMS platform of			
COMMUNICATION TECHNOLOGY	PUAS.			
	Software Development Platforms such as Visual Studio.NET			
	Software Design Tools (MS VISIO 2013) for Object Oriented			
	Programming.#			
TEACHING METHODS	Method description	Semester Workload		
	Lectures	39		
	Class Work/Workshop	13		
	Preparation of Group	27		
	Projects			
	Lab exercises	26		
	Independent and Directed	45		
	Learning			
	TOTAL	150		
ASSESSMENT METHODS	I. Final Examination (60%) (Summative Evaluation) includes:			
	- Multiple choice questions			
	- Short answer questions			
	- Small software programmes			
	II. Group Project (30%) (Summative Evaluation):			
	Fredrickies Criteries			
	Evaluation Criteria:			
	 Functionality of application- 25% 			

- Completeness of applications 40%
- Documentation 20%
- Usability of application- 15%

IV. Individual Oral Presentation (10%) (Formative Evaluation):

Individual Oral Examination at the Laboratory.

5. RESOURCES

- Recommended Book and Journal Article Resources:

- Spyridakos A., (2009) Object Oriented Programming in Visual Basic.NET, Synchroni Ekdotiki Publishers (in Greek)
- Spyridakos A., (2010), Object Oriented Application in Visual Basic.NET environment,
 Synchroni Ekdotiki Publishers (in Greek)

-Recommended Journals:

Journal of Object Oriented Programming, SIGS Publications

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