

HANDBOOK

**BACHELOR OF INFORMATICS PROGRAM
DEPARTMENT OF INFORMATICS
FACULTY OF INTELLIGENT ELECTRICAL AND INFORMATICS TECHNOLOGY
INSTITUT TEKNOLOGI SEPULUH NOPEMBER**

Module name	Object Oriented Programming
Module level	Undergraduate
Code	IF184031
Courses (if applicable)	Object Oriented Programming
Semester	3
Contact person	
Lecturer	Rizky Januar Akbar, S.Kom.,M.Eng. Fajar Baskoro, S.Kom., M.T. Ridho Rahman Hariadi S.Kom, M.Sc.
Language	Bahasa Indonesia and English
Relation to curriculum	1. Undergraduate degree program; mandatory; 3 rd semester. 2. International undergraduate program; mandatory; 3 rd semester.
Type of teaching, contact hours	1. Undergraduate degree program: lectures, < 60 students, 2. International undergraduate program: lectures, < 40 students
Workload	1. Lectures: 3 sks x 50 = 150 minutes (2 hours 30 minutes) per week. 2. Exercises and Assignments: 3 x 60 = 180 minutes (3 hours) per week. 3. Private study: 3 x 60 = 180 minutes (3 hours) per week.
Credit points	3 credit points (sks).
Requirements according to the examination	A student must have attended at least 80% of the lectures to sit in the exams.
regulations	
Mandatory prerequisites	Data Structure

Commented [11]:

Learning outcomes and their corresponding PLOs	After completing this module, a student is expected to:	
	CO1 Students understand the difference between object-oriented programming and procedural programming.	
	CO2 Students understand and are able to implement concept of class, inheritance, overriding, overloading, abstract class, interface, collections, thread, iterator, library and GUI.	
Content	<p>Knowledge:</p> <ul style="list-style-type: none"> Mastering principles of algorithm development and various programming language concepts <p>Specific Skill:</p> <ul style="list-style-type: none"> Capable of designing and analyzing of algorithms to solve problems effectively and efficiently based on programming principles, and able to apply programming model in various programming language; and able to choose programming languages in producing appropriate applications 	
Study and examination requirements and forms of examination	Mid-terms examination and Final examination.	
Media employed	LCD, whiteboard, websites, books (as references), etc.	
Assessments and Evaluation		

Reading List	<p data-bbox="403 504 1062 571">Deitel, P., & Deitel, H. (2011). C++ How to Program (8th Edition). Prentice Hall.</p> <p data-bbox="403 593 1062 660">Lippman, S. B., Lajoie, J., & Moo, B. E. (2012). C++ Primer (5th Edition). Addison-Wesley Professional.</p> <p data-bbox="403 683 1062 750">McConnell, S. (2004). Code Complete: A Practical Handbook of Software Construction, Second Edition (2nd edition). Microsoft Press.</p> <p data-bbox="403 772 1062 840">Gamma, E., Helm, R., Johnson, R., & Vlissides, J. (1994). Design Patterns: Elements of Reusable Object-Oriented Software (1st edition). Addison-Wesley Professional.</p>
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