Course Title	OBJECT ORIENTED PROGRAMMING	Instructor	LIN IN-HO
Course Class	TQIBB1A DIVISION OF APPLIED INFORMATICS, DEPARTMENT OF INNOVATIVE INFORMATION AND TECHNOLOGY, 1A	Details	◆ Required ◆ One Semester ◆ 3 Credits

Departmental Aim of Education

Cultivate professional talents in developing and applying information system in various fields.

Departmental core competences

A. Capability of computer program coding, process planning, and problem solving

B. Capability of applying basic mathematics and information technology related mathematics

C. Capability of applying knowledge of internet structure and protocol in communication system

D. Capability of developing information system

E. Capability of integrating information system

Course Introduction	The primary purpose of this course is to help students to learn and develop their understanding of the theory and practice of object-oriented program design, focusing on techniques of program development using the C++ programming language. Students will also broaden their understanding of object-oriented program design and programming language features that are applicable to many computer languages.

The Relevance among Teaching Objectives, Objective Levels and Departmental core competences

I.Objective Levels (select applicable ones) :
 (i) Cognitive Domain   : C1-Remembering,   C2-Understanding,   C3-Applying,
                                C4-Analyzing,   C5-Evaluating,   C6-Creating
 (ii) Psychomotor Domain : P1-Imitation,   P2-Mechanism,   P3-Independent Operation,
                                P4-Linked Operation, P5-Automation,   P6-Origination
 (iii) Affective Domain   : A1-Receiving,   A2-Responding,   A3-Valuing,
                                A4-Organizing,   A5-Charaterizing, A6-Implementing

II.The Relevance among Teaching Objectives, Objective Levels and Departmental core competences :
 (i) Determine the objective level(s) in any one of the three learning domains (cognitive, psychomotor, and affective) corresponding to the teaching objective. Each objective should correspond to the objective level(s) of ONLY ONE of the three domains.
 (ii) If more than one objective levels are applicable for each learning domain, select the highest one only. (For example, if the objective levels for Cognitive Domain include C3,C5,and C6, select C6 only and fill it in the boxes below. The same rule applies to Psychomotor Domain and Affective Domain.)
 (iii) Determine the Departmental core competences that correspond to each teaching objective. Each objective may correspond to one or more Departmental core competences at a time. (For example, if one objective corresponds to three Departmental core competences: A,AD, and BEF, list all of the three in the box.)

No.	Teaching Objectives	Relevance	
		Objective Levels	Departmental core competences
1	Basic Concept of Object-Oriented Programming methods and Technologies	C2	A
2	Familiar with the syntax of C++ language, the design and applications of classes in the C++ language	P4	A
3	using C++ language and Software Engineering to solve Computer Problems	A5	A

Teaching Objectives, Teaching Methods and Assessment

No.	Teaching Objectives	Teaching Methods	Assessment
1	Basic Concept of Object-Oriented Programming methods and Technologies	Lecture, Practicum	Written test, Practicum, Participation
2	Familiar with the syntax of C++ language, the design and applications of classes in the C++ language	Lecture, Discussion, Practicum, Problem solving	Written test, Practicum, Participation, Online Tes
3	using C++ language and Software Engineering to solve Computer Problems	Lecture, Discussion, Practicum	Written test, Practicum, Participation

This course has been designed to cultivate the following essential qualities in TKU students	
Essential Qualities of TKU Students	Description
◇ A global perspective	Helping students develop a broader perspective from which to understand international affairs and global development.
◆ Information literacy	Becoming adept at using information technology and learning the proper way to process information.
◆ A vision for the future	Understanding self-growth, social change, and technological development so as to gain the skills necessary to bring about one's future vision.
◇ Moral integrity	Learning how to interact with others, practicing empathy and caring for others, and constructing moral principles with which to solve ethical problems.
◆ Independent thinking	Encouraging students to keenly observe and seek out the source of their problems, and to think logically and critically.
◆ A cheerful attitude and healthy lifestyle	Raising an awareness of the fine balance between one's body and soul and the environment; helping students live a meaningful life.
◇ A spirit of teamwork and dedication	Improving one's ability to communicate and cooperate so as to integrate resources, collaborate with others, and solve problems.
◇ A sense of aesthetic appreciation	Equipping students with the ability to sense and appreciate aesthetic beauty, to express themselves clearly, and to enjoy the creative process.

Course Schedule

Week	Date	Subject/Topics	Note
1	104/02/24 ~ 104/03/01	1、1、 Overview of Function Basics、Parameters and Overloading	
2	104/03/02 ~ 104/03/08	1、 User-Defined Data Types(1)	
3	104/03/09 ~ 104/03/15	1、 User-Defined Data Types(2)　　2、　　　　　Lab.1	
4	104/03/16 ~ 104/03/22	1、 User-Defined Data Types(3) 2、　　　　　HW.#1	
5	104/03/23 ~ 104/03/29	1、 Arrays(1) 2、　　Lab.2	
6	104/03/30 ~ 104/04/05	教學行政觀摩日	
7	104/04/06 ~ 104/04/12	1、 Arrays(2) 2、　　Lab.3 3、　　Quiz #1	
8	104/04/13 ~ 104/04/19	1、 Arrays(3) 2、　　Lab.4 3、　　HW.#2	
9	104/04/20 ~ 104/04/26	1、 Classes and Abstraction(1) 2、　　　　Lab.5	
10	104/04/27 ~ 104/05/03	Midterm Exam Week	
11	104/05/04 ~ 104/05/10	1、 Classes and Abstraction(2) 2、　　　　　Lab.6	
12	104/05/11 ~ 104/05/17	1、 Classes and Abstraction(3) 2、　　　　　Lab.7 3、　　HW.#3	

13	104/05/18 ~ 104/05/24	1、 Array-Based Lists(1) 2、 Lab.8	
14	104/05/25 ~ 104/05/31	1、 Array-Based Lists(2) 2、 Lab.9 3、 HW.#4 4、 Quiz #2	
15	104/06/01 ~ 104/06/07	1、 Dynamic Data and Linked Lists(1) 2、 Lab.10	
16	104/06/08 ~ 104/06/14	1、 Inheritance, Polymorphism, and Object-Oriented Design	
17	104/06/15 ~ 104/06/21	1、 Recursion 2、 Lab.11	
18	104/06/22 ~ 104/06/28	Final Exam Week	

Requirement	
Teaching Facility	Computer, Projector
Textbook(s)	1、 Programming and Problem Solving with C++ by Dale Weems (5th) 開發圖書有限公司
Reference(s)	1、 Problem Solving With C++ by Walter Savitch (Eighth Edition) 開發圖書 5、 http://www.cplusplus.com/reference/
Number of Assignment(s)	**4** (Filled in by assignment instructor only)
Grading Policy	◆ Attendance： 10.0 ％ ◆ Mark of Usual：30.0 ％ ◆ Midterm Exam： 20.0 ％ ◆ Final Exam： 20.0 ％ ◆ Other〈Lab.〉：20.0 ％
Note	This syllabus may be uploaded at the website of Course Syllabus Management System at http://info.ais.tku.edu.tw/csp or through the link of Course Syllabus Upload posted on the home page of TKU Office of Academic Affairs at http://www.acad.tku.edu.tw/CS/main.php . ※ **Unauthorized photocopying is illegal. Using original textbooks is advised. It is a crime to improperly photocopy others' publications.**