CSC225: C++ for Programmers
Syllabus
Spring Term, 1999

Overview

This courses emphasizes object-oriented and generic programming in C++. It first introduces C++ as a prodecural language ("friendly C") and then moves to the object-oriented and generic features: classes, inheritance, polymorphism, templates, and the Standard Template Library. The course also emphasizes the relationships among problem solving, program design, coding, testing, and debugging, particularly under the object-oriented model.

Topics The topics listed below overlap throughout the readings, lectures, and assignments. Nonetheless, the list serves both as a guide to the course's subject matter and as a review for quizzes and exams.

- C and C++
- Procedural and Object-Oriented Programming
- Object-Oriented Concepts: Classes, Objects, Information Hiding, Encapsulation, Inheritance, Polymorphism
- Classes and Abstract Data Types
- Inheritance
- Polymorphism
- Operator Overloading
- Generic Programming: Templates and STL

Grading There is weekly homework, including three major programming assignments. The homework assignments, posted on the class homepage, will be discussed in class beforehand. All assignments should be submitted via e-mail. (Consult the document `Submitting Homework` on the homepage.) Programming assignments are graded on three criteria: problem solution, coding style, and documentation. The tests are "open book." The best preparation for the tests is the homework. Grades are determined as follows:

- Major programming assignments: 35%

- Other assignments: 15%
- Quizzes: 20%
- Final Exam: 30%

To pass the course, you must pass the final exam. Textbook Johnsonbaugh/Kalin, *Object-Oriented Programming in C++* (Prentice-Hall, 2000) Miscellany

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