

Course Unit	Programming Languages II			Field of study	Computer Science			
Bachelor in	Informatics and Communications			School	School of Public Management, Communication and Tourism			
Academic Year	2021/2022	Year of study	1	Level	1-1	ECTS credits 6.0		
Туре	Semestral	Semester	2	Code	9188-320-1204-00-21			
Workload (hours)	162	Contact hours		15 PL 45 T		E - OT 20 O - : - Fieldwork; S - Seminar; E - Placement; OT - Tutorial; O - Other		
Name(s) of lecturer(s) João Pedro Carneiro Borges Gomes								

Learning outcomes and competences

At the end of the course unit the learner is expected to be able to:

- At the end of the course unit the learner is expected to be able to:

 1. Identify the guiding principles of object oriented programming

 2. Implement solutions based on problems descriptions and Class Diagrams.

 3. Define classes, objects, attributes and method, identifying and defining the needed constructors to the correct instance initialization

 4. Understand and implement the different relationships between classes.

 5. Identify and implement inheritance between classes and establish class hierarchies.

 6. Understand the concept of polymorphism and implement it.

 7. Understand and implement the concepts of abstract classes and interfaces.

Prerequisites

- Before the course unit the learner is expected to be able to:
 1. Elaborate logical reasoning for the resolution of problems
 2. Create programs using the procedural paradigm

Course contents

Introduction to the C# language. Principles of Object Oriented Programming. Classes and objects. Relations between classes. Polymorphism and abstraction.

Course contents (extended version)

- 1. Introduction to the C# language
 - Development environment
 - Values and variables.
 - Fundamental data types
 - Expressions and declarations
 Operators
 Flow control

 - Static methods
- Parameter passing
 Exceptions and exception handling
 Principles of Object Oriented Programming
- Basic concepts Encapsulation Inheritance
- Polymorphism
- Abstraction
- 3. Classes and objects

 - FieldsAttributes
 - Constructors
 - Methods
 - Access modifiers Properties
- 4. Collections
 - Arravs
- Lists Relations between classes
 - Class diagrams in UMLDependency

 - Association Generalization / Inheritance

 - Agregation
 Composition
- Associative classes
 6. Polymorphism and abstraction

 - Overload
 Virtual members
 - Abstract membersOverride members
 - Interfaces

Recommended reading

- Weisfeld, M. (2019). Object-Oriented Thought Process, 5th Ed. Addison-Wesley Professional. ISBN-13: 978-0135181966
 Sarcar, V. (2017). Interactive C#: Fundamentals, Core Concepts and Patterns. Apress. ISBN-13: 978-1484233382
 Loureiro, H. (2017). C# 7.0 Com Visual Studio Curso Completo. FCA. ISBN-13: 978-972-722-868-3
 MOURAO, A (2020). Programação Orientada aos Objectos Textos de Apoio. ESACT-IPB

Teaching and learning methods

Lecture classes of theoretical concepts followed by practical discussion of model examples. Concept application through small problem solving. Resolution, with support, of proposed problems. Execution of an integrated project that allows the global application of the various concepts acquired.

Assessment methods

- 1. Distributed Evaluation (Regular, Student Worker) (Final)
 Practical Work 50% (Minimum grade of 7 out of 20 points.)
 Intermediate Written Test 50% (Tests during the academic semester. Minimum final grade of 7 out of 20 points.)

 2. Distributed Evaluation (Regular, Student Worker) (Supplementary, Special)
 Practical Work 50% (Minimum grade of 7 out of 20 points.)
 Final Written Exam 50% (Minimum grade of 7 out of 20 points.)

 3. Exchange students (Regular, Student Worker) (Final, Supplementary, Special)
 Practical Work 100%

Language of instruction

Portuguese, with additional English support for foreign students.

Electronic validation

	Licetionic validation			
João Pedro Carneiro Borges Gomes		Vítor José Domingues Mendonça	Elisabete da Anunciacao Paulo Morais	Luisa Margarida Barata Lopes
	08-03-2022	10-03-2022	10-03-2022	21-03-2022