

COURSE DESCRIPTIONS

Faculty	Science and Information Technology				
Department	Computer Science			NQF level	7
Course Title	Programming Language II	Code	501221	Prerequisite	185103
Credit Hours	3	Theory	3	Practical	0
Course Leader	Dr. Maen Alzubi	email	m.alzubi@jadara.edu.jo		
Lecturers	<i>Multi- Lecturers</i>	emails	<i>Multi- Emails</i>		
Lecture time	<i>Multi-Sections</i>	Classroom	<i>Face to face</i>		
Semester	<i>Second 2023/2024</i>	Production	2010	Updated	2024

Short Description

This course introduces the advanced C++ topics include user defined functions, Arrays and Strings, Records (structs), Classes and data abstraction, Inheritance and composition, Pointers.

Course Objectives

The main goal of this course is to provide students with the concepts of Advanced Function concept, Arrays (1D, 2D), string manipulation, and object-oriented design using C++ programming language, and its practical application in different areas.

Learning Outcomes

A. Knowledge - Theoretical Understanding

a1: **Demonstrate** the meaning of concepts of function types, arrays (1D and 2D), strings, pointers, and object-oriented programming. (K1)

B. Knowledge - Practical Application

a2: **Develop** a C++ program that utilizes the most important concepts like function types, arrays (1D and 2D), strings, pointers, and object-oriented programming. (K4)

C. Skills - Generic Problem Solving and Analytical Skills

b1. **Evaluate** Functions, arrays, pointers, and object-oriented C++ code using problem-solving techniques and constraints. (S2)

D. Skills - Communication, ICT, and Numeracy

E. Competence: Autonomy, Responsibility, and Context

Teaching and Learning Methods

- Lecture notes, Labs, and references

Assessment Methods

- Lecture, lab, Group work, and discussion.
- Midterm exam, Final exam, Class Assignment
- Observation of student contribution in teamwork

Course Contents					
Week	Hours	CLOs	Topics	Teaching & Learning Methods	Assessment Methods
W1	3	a1	<p>Syllabus, Course Schedule.</p> <p>Overview on:</p> <ul style="list-style-type: none"> • <i>Condition</i> • <i>Loops</i> 	Face to face Lectures & Labs	
W2 W3 W4	9	a1 a2 b1	<p>C++ Functions:</p> <ul style="list-style-type: none"> • <i>Function Types (Predefined and User defined).</i> • <i>Formal parameter list, Actual parameters</i> • <i>Void functions and value returning functions,</i> • <i>Function Prototype</i> • <i>Value and Reference parameters, scope of an identifier,</i> • <i>global variables,</i> • <i>default parameters,</i> • <i>Overloading and Recursion</i> 	Face to face Lectures & Labs	Quizzes Assignments Discussion and interaction
W5 W6 W7	9	a1 a2 b1	<p>Arrays and Strings</p> <ul style="list-style-type: none"> • <i>Declaring and processing 1D-Arrays</i> • <i>Declaring and processing 2D-Arrays</i> • <i>Strings manipulation</i> 	Face to face Lectures & Labs	Quizzes Assignments Discussion and interaction
W8 W9 W10	9	a1 a2 b1	<p>Pointers</p> <ul style="list-style-type: none"> • <i>Pointer Variable Definitions and Initialization</i> • <i>Operations on Pointer Variables</i> • <i>Pointers vs Arrays</i> • <i>Functions and Pointers</i> • <i>Dynamic Variables</i> • <i>Dynamic Arrays (1D and 2D)</i> • <i>Functions and Pointers</i> 	Face to face Lectures & Labs	Quizzes Assignments Discussion and interaction MIDTERM EXAM

W11 W12 W13	9	a1 a2 b1	<p><u>Classes and Data Abstraction</u></p> <ul style="list-style-type: none"> • <i>Introduction to Object- Oriented Programming</i> • <i>Constructor and Destructors</i> • <i>Member Functions and Data Members</i> • <i>Defining a Class with a Member Function,</i> • <i>Defining a Member Function with a Parameter</i> 	Face to face Lectures & Labs	Quizzes Assignments Discussion and interaction
W14 W15	6	a1 a2 b1	<p><u>Introduction to inheritance:</u></p> <ul style="list-style-type: none"> • <i>Base Classes and Derived Classes.</i> • <i>Protected Members</i> • <i>Relationship between Base Classes and Derived Classes,</i> • <i>Constructors & Destructors</i> 	Face to face Lectures & Labs	Quizzes Assignments Discussion and interaction FINAL EXAM

Course Assessment Plan

Assessment Method		Grade	CLOs			
			a1	a2	b1	
Midterm)		30%	10%	10%	10%	
Coursework						
Final Exam		50%	15%	20%	15%	
Coursework assessment methods	Assignments			5%		
	Case study					
	Discussion and interaction	10%	10%			
	Group work activities					
	Lab tests and assignments					
	Presentations					
	Quizzes	10%			5%	
Total		100%	35%	35%	30%	

Infrastructure	
Textbook	C++ Programming: From Problem Analysis to Program Design, D.S. Malik, 2018
References	C++ How to Program, Paul J. Deitel and Harvey Deitel, Pearson, 10th Ed., 2016
Required reading	
Electronic materials	
Other	

Plagiarism	
<p>Plagiarism is claiming that someone else's work is your own. The department has a strict policy regarding plagiarism and, if plagiarism is indeed discovered, this policy will be applied. Note that punishments apply also to anyone assisting another to commit plagiarism (for example by knowingly allowing someone to copy your code).</p> <p>Plagiarism is different from group work in which a number of individuals share ideas on how to carry out the coursework. You are strongly encouraged to work in small groups, and you will certainly not be penalized for doing so. This means that you may work together on the program. What is important is that you have a full understanding of all aspects of the completed program. In order to allow proper assessment that this is indeed the case, you must adhere strictly to the course work requirements as outlined above and detailed in the coursework problem description. These requirements are in place to encourage individual understanding, facilitate individual assessment, and deter plagiarism.</p>	