21B33C404 – Object Oriented Programming

Module designation	Object Oriented Programming
Semester(s) in which the module is taught	4^{th}
Person responsible for the module	1. Dyah Vitalocca, S.T.,M.Pd. 2. Fhatiah Adiba, S.Pd.,M.Cs. 3. Andi Baso Kaswar, S.Pd.,M.Kom.
Language	Indonesian Language
Relation to curriculum	Compulsory Course
Teaching methods	e.g. lecture, lab works, project-based learning.
Workload (incl. contact hours, self-study hours)	Total workload: 16 meeting Face to face : 3x50 minutes/week Independent Study : 3x50 minutes/week Structured assignment : 3 x50 minutes/week
Credit points	3 Credit points (equivalent with 5.1 ECTS)
Required and recommended prerequisites for joining the module	Software Engineering
Module objectives/intended learning outcomes	After completing the course, students are able : Program Learning Outcomes (PLO): **PLO 3:** Developing professional skills and a sense of independence. Learners will acquire the ability to take responsibility for their work, internalize academic values and ethics, and foster an entrepreneurial spirit; **PLO 4:** Mastering the concepts and principles of didactics and pedagogy to plan and implement computer science and informatics learning in secondary and vocational education settings; **PLO 7:** Developing critical thinking, creativity, and innovative skills in the context of applying knowledge and technology while considering and implementing humanistic values relevant to their field of expertise. **PLO 10:** Applying didactic and pedagogical concepts and principles to plan, implement, and evaluate computer science and informatics learning at the secondary, and vocational education levels. It also emphasizes the use of modern information technology in classroom and laboratory learning activities. **PLO 11:** The preparation of learning materials aligned with the curriculum for schools and educational institutions in the field of computer science and informatics. It also covers the application of creative and innovative learning models and the use of mathematics, science, and engineering principles to solve complex engineering problems.

Content	1. Introduction to object-oriented programming 2. Classes and object 3. Inheritance 4. Polymorfism 5. Encapsulation 6. Package 7. Abtract 8. Interface 9. Exception handling 10. Collection 11. Multithreading 12. Application Project
Examination forms	Essay, Quiz, and Projects.
Study and examination requirements	1. Students must attend at least 12 face-to-face (80%) meetings in the class based on academic regulation. 2. Students must be present 15 minutes before the class starts. 3. Students must submit all the assignments before the deadline. 4. Students must attend the exam to get final grade.