

Object Oriented Problem Solving

Programme course

8 credits

Objektorienterad problemlösning

TDDI22

Valid from: 2017 Spring semester

Determined by

Board of Studies for Computer Science
and Media Technology

Date determined

2017-01-25

Main field of study

Computer Science and Engineering

Course level

First cycle

Advancement level

G1X

Course offered for

- Computer Engineering, B Sc in Engineering

Entry requirements

Note: Admission requirements for non-programme students usually also include admission requirements for the programme and threshold requirements for progression within the programme, or corresponding.

Prerequisites

Basic object oriented programming course, preferably using C++

Intended learning outcomes

The student will work to gain knowledge and skills in problem solving using object oriented programming in C++.

After a completed course, the student should be able to:

- formulate and create solutions to programming problems using an object oriented approach
- solve data processing problems using selected components from the standard template library
- create simple class and function templates

Course content

- Abstraction and object oriented methods (object oriented analysis and design)
 - The following concepts; inheritance, encapsulation, association, aggregation, composition, polymorphism
 - Create simple class diagrams using UML
 - Function and class templates
 - The Standard Template Library (STL) including iterators, containers, algorithms and adaptors
 - Lambda expressions and function objects

Teaching and working methods

New content is presented during lectures and discussed in smaller lesson groups. The student then practices during labs and in a project.

Examination

PRA1	Project	4 credits	U, G
LAB1	Problem solving	2 credits	U, G
DAT1	Computer examination	2 credits	U, 3, 4, 5

Grades

Four-grade scale, LiU, U, 3, 4, 5

Department

Institutionen för datavetenskap

Director of Studies or equivalent

Ahmed Rezine

Examiner

Klas Arvidsson

Education components

Preliminary scheduled hours: 64 h

Recommended self-study hours: 149 h

Common rules

Regulations (apply to LiU in its entirety)

The university is a government agency whose operations are regulated by legislation and ordinances, which include the Higher Education Act and the Higher Education Ordinance. In addition to legislation and ordinances, operations are subject to several policy documents. The Linköping University rule book collects currently valid decisions of a regulatory nature taken by the university board, the vice-chancellor and faculty/department boards.

LiU's rule book for education at first-cycle and second-cycle levels is available at http://stydokument.liu.se/Regelsamling/Innehall/Utbildning_pa_grund-_och_avancerad_niva.