FACULTY OF APPLIED SCIENCES

BACHELOR OF SCIENCE IN COMPUTING

LEARNING MODULE OUTLINE

Academic Year	2023/2024	Semester	2
Module Code	COMP221		
Learning Module	Object Oriented Technologies		
Pre-requisite(s)	Nil		
Medium of Instruction	English		
Credits	3	Contact Hours	45 hrs
Instructor	Dr. Liam Lei	Email	liamli@mpu.edu.mo
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MODULE DESCRIPTION

This learning module aims to give students a comprehensive exposure to object-oriented software development design and methodologies. Using a practical approach, this learning module provides extensive practice in basic concepts of object-oriented programming (OOP). The presentation about object-oriented design (OOD) principles will be followed by the introduction of a concise subset of the Unified Modelling Language (UML) used to illustrate the object-oriented analysis (OOA) and OOD process. Topics include encapsulation, inheritance, and polymorphism, object-oriented design principles, UML diagrams, and design pattern.

MODULE INTENDED LEARNING OUTCOMES (ILOS)

On completion of this learning module, students will be able to:

M1.	Model and design OO software using UML; (D5p, ET2p)
M2.	Develop sequence diagram, activity diagram and state chart diagram based on use case narrative; (D5p)
M3.	Identify OO technologies; (EA1p)
M4.	Apply design patterns. (EA1p, EP7p)

These ILOs aims to enable students to attain the following Programme Intended Learning Outcomes (PILOs):

PILOs		**M1**	**M2**	**M3**	**M4**
P1.	Select and apply proven methods, tools and techniques to the effective and efficient implementation of information systems;	✓	✓	✓	✓
P2.	Evaluate computer systems in a local area network, and understand the additional requirements for connection to other networks through wide				

	area networks;				
P3.	Be competent in system development in the Internet and the web platform;				
P4.	Work independently to design and implement a relational database, with an emphasis on how to organise, maintain and retrieve information from a DBMS;				
P5.	Acquire essential knowledge in specific fields of computing disciplines including multimedia, security and artificial intelligence;				
P6.	Acquire the perceptive skills needed to understand information presented in the form of UML diagram, flow chart or other industry standard formats;	✓	✓		
P7.	Understand the need for and use of the necessary mathematical techniques;				
P8.	Work independently to develop an understanding of, and the knowledge and skills associated with the general support of computer systems and networks;				
P9.	Work as an effective member of a team in the analysis, design and development of software systems;				
P10.	Use project planning and management techniques in systems development;				
P11.	Understand the fundamental and operational issues of computer systems in business environments;				
P12.	Equip with adequate written, oral communication and interpersonal skills;				
P13.	Build the capacity and desire for lifelong learning and to learn advanced and emerging technologies on one's own;				
P14.	(For Enterprise Information Systems specialization) Gain an in-depth understanding of the information technology related to enterprise information systems, with an emphasis on development of such systems to support business processes;				
P15.	(For Gaming Technology specialization) Acquire the general and advanced knowledge of current technologies and operating environment in the gaming industry;				
P16.	(For Computer Education specialization) Acquire the general and practical knowledge of computer education and its practicing environment in secondary education.				

MODULE SCHEDULE, COVERAGE AND STUDY LOAD

Week	Content Coverage	Contact Hours
1-2	1. Introduction to Object Oriented Technologies	6
	1.1 The Five Attributes of a Complex System	
	1.2 Object Oriented Concept	
	1.3 Object Model	
3-4	2. Brief introduction to Python	6
	2.1 Basic syntax and data types of python	

	2.2 Useful tools of Python	
5-7	3. Core Object Oriented Technologies with Python	9
	3.1 Classes and Objects	
	3.2 Encapsulation	
	3.3 Polymorphism	
	3.4 Interface	
	3.5 Abstract and Concrete Class	
8-10	4. Design with UML	9
	4.1 Introduction to UML	
	4.2 Structural Diagrams	
	4.3 Behavioral Diagrams	
11-12	5. Design Principles	6
	5.1 Single Responsibility Principle	
	5.2 Open-Closed Principle	
	5.3 Liskov Substitution Principle	
	5.4 Interface Segregation Principle	
	5.5 Dependency Inversion Principle	
13-15	6. Design Patterns	9
	6.1 Creational Patterns	
	6.2 Structural Patterns	
	6.3 Behavioral Patterns	

EACHING AND LEARNING ACTIVITIES

In this learning module, students will work towards attaining the ILOs through the following teaching and learning activities:

Teaching and Learning Activities	**M1**	**M2**	**M3**	**M4**
T1. Lectures	✓	✓	✓	✓
T2. In-class exercises	✓	✓	✓	✓

ATTENDANCE

Attendance requirements are governed by the Academic Regulations Governing Bachelor's Degree Programmes of the Macao Polytechnic University. Students who do not meet the attendance requirements for the learning module shall be awarded an 'F' grade.

ASSESSMENT

In this learning module, students are required to complete the following assessment activities:

Assessment Activities	Weighting (%)	AHEP3 LOs	ILOs to be Assessed
A1. Assignment / Classwork	30	EP7p, ET2p	M1, M2, M3, M4
A2. Tests	30	D5p, EA1p	M1, M2, M3, M4
A3. Examination	40	D5p, EA1p	M1, M2, M3, M4

The assessment will be conducted following the University's Assessment Strategy (see www.mpu.edu.mo/teaching_learning/en/assessment_strategy.php). Passing this learning module indicates that students will have attained the ILOs of this learning module and thus acquired its credits.

Students with an overall score of less than 35 in the coursework must take the re-sit examination even if the overall score for the module is 50 or above.

Students with a score of less than 35 in the final examination must take the re-sit examination even if the overall score for the module is 50 or above.

Students with an overall final grade of less than 35 are NOT allowed to take the re-sit examination.

REQUIRED READINGS

1. Matt Weisfeld (2019). The Object-Oriented Thought Process (5th Edition). Addison- Wesley Professional.
2. Irv Kalb (2022). Object-Oriented Python: Master OOP by Building Games and GUIs. No Starch Press.

REFERENCES

1. G. Booch, Maksimchuk, R.A. Engle, M. W., Young, B. J., J. Conallen, K. A. Houston (2007). *Object-Oriented Analysis and Design with Applications (3rd Edition).* Addison-Wesley Professional, Pearson Education.

STUDENT FEEDBACK

At the end of every semester, students are invited to provide feedback on the learning module and the teaching arrangement through questionnaires. Your feedback is valuable for instructors to enhance the module and its delivery for future students. The instructor and programme coordinators will consider all feedback and respond with actions formally in the annual programme review.

ACADEMIC INTEGRITY

The Macao Polytechnic University requires students to have full commitment to academic integrity when engaging in research and academic activities. Violations of academic integrity, which include but are not limited to plagiarism, collusion, fabrication or falsification, repeated use of assignments and cheating in examinations, are considered as serious academic offenses and may lead to disciplinary actions. Students should read the relevant regulations and guidelines in the Student Handbook which is distributed upon the admission into the University, a copy of which can also be found at www.mpu.edu.mo/student_handbook/.