Module title	Abbreviation
Object oriented Programming	10-GE-OOP-162-m01

Module coordinator	Module offered by
Dean of Studies Informatik (Computer Science)	Institute of Computer Science

ECTS	Method of grading	Only after succ. compl. of module(s)	
5	numerical grade	--	

Duration	Module level	Other prerequisites	
1 semester	undergraduate	--	

Contents

Polymorphism, generic programming, meta programming, web programming, templates, document management.

Intended learning outcomes

The students are proficient in the different paradigms of object-oriented programming and have experience in their practical use.

Courses (type, number of weekly contact hours, language — if other than German)

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Method of assessment (type, scope, language — if other than German, examination offered — if not every semester, information on whether module is creditable for bonus)

written examination (approx. 60 to 120 minutes).
If announced by the lecturer at the beginning of the course, the written examination may be replaced by an oral examination of one candidate each (approx. 20 minutes) or an oral examination in groups of 2 candidates (approx. 15 minutes per candidate).
Language of assessment: German and/or English
creditable for bonus

Allocation of places

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Additional information

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Workload

150 h

Teaching cycle

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Referred to in LPO I (examination regulations for teaching-degree programmes)

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Module appears in

Bachelor' degree (1 major) Games Engineering (2016)