SE 120 : Object-Oriented Programming I

Advanced object-oriented programming; inheritance; polymorphism; abstract classes and interfaces, container and collection classes, packages, object-oriented design, software modeling, event-driven programming. Design and implement simple GUI applications. Write simple multithreaded applications. Use API in writing applications.
Credits 3
Lab Hours 0
Lecture Hours 3
Tutoring Hours 0
Prerequisite Courses
SE 100
Corequisites
None