

Course Summary

First part of course (13 weeks in autumn):

- basic concepts for imperative and object-oriented programming languages, e.g.
 - data types and values
 - variables
 - expressions and statements
 - concepts from OOP: objects, classes, methods and inheritance
 - input and output
 - exception handling
 - recursion
- how to develop, test and document smaller programs.

Second part of the course (3 weeks in January):

- graphical user interfaces (GUI)
- projects

We use the programming language Java to illustrate this.