

	Programming Assignments										Team Project	Test 1	Test 2	Final	
	0	1	2	3	4	5	6	7	8	9					10
Course Learning Outcomes															
Students <i>refine</i> their understanding of basic object-oriented concepts like classes, methods, and objects, one and two-dimensional arrays, and basic program control.	X											X			
Students <i>develop</i> an understanding of more advanced object-oriented concepts and the Java programming language (e.g., interfaces, polymorphism, inheritance, user interfaces, event handling, file I/O, exceptions, Java API, collections, encapsulation, cohesion, coupling).												X			
Students develop the ability to recognize and apply general problem solving approaches (problem decomposition, iteration, and recursion).												X			
Students learn to <i>implement</i> algorithms for searching and sorting, for example, heap sort, quick sort, binary search, and develop an appreciation for the time and space complexity of such algorithms.															
Students learn to work in small teams (2-3 students) to develop a sizable project.												X			
Students learn to present their work in front of their peers												X			
Students learn to use software development tools like Eclipse and software development processes like refactoring	X											X			