

97-1 Preliminary Syllabus, Da-Yeh Univ

| Information | | | |
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| Title | 物件導向程式設計 | Serial No. / ID | 1667 / IMM2035 |
| Dept. | 資訊管理學系 | School System / Class | 大學日間部3年1班 |
| Lecturer | 李東燦 | Full or Part-time | 專任 |
| Required / Credit | Required / 3 | Graduate Class | NO |
| Time / Place | (三)9AB / B503 | Language | Chinese |

| Introduction |
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| <ol style="list-style-type: none">1. Understanding object-oriented programming concepts2. Familiar with the Visual Studio development environment3. Implemented Console applications and Windows applications |

| Outline |
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| <p>From the "design concept" description of students for a successful software system, must be concerted efforts by staff of the many different roles, programming is just one stage. Through the "early object-oriented programming experience", students can see how to use Visual Studio development tools for writing and debugging of object-oriented program. Again, a series of "description of the syntax and object-oriented program application Walkthrough" to help students understand and be familiar with how to object</p> |

| Prerequisite |
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| <ol style="list-style-type: none">(1). "An introduction to the calculator" course(2). Basic "programming"(3). to write programs do not reject |