

98-2 Preliminary Syllabus, Da-Yeh Univ

Information			
Title	物件導向程式設計	Serial No. / ID	1689 / IMM2035
Dept.	資訊管理學系	School System / Class	大學日間部3年1班
Lecturer	曾逸鴻	Full or Part-time	專任
Required / Credit	Required / 3	Graduate Class	NO
Time / Place	(一)12 / B201 (三)3 / B201	Language	Chinese

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