

Computer Science: Object-Oriented Programming II

Design and develop programs that use advanced GUI Components. **00PII1**

1. Design and develop programs that use advanced GUI Components. 00PII1

Design and develop programs that use input and output streams including character and binary streams **00PII2**

2. Design and develop programs that use input and output streams including character and binary streams 00PII2

Demonstrate knowledge of advanced concepts and associated definitions. **00PII3**

3. Demonstrate knowledge of advanced concepts and associated definitions. 00PII3

Design and code applications using advanced data types and structures. **00PII4**

4. Design and code applications using advanced data types and structures. 00PII4

Design and develop programs that use concurrency. **00PII5**

5. Design and develop programs that use concurrency. 00PII5

Design, develop, compile, debug, test, run and document advanced programs in the language. **00PII6**

6. Design, develop, compile, debug, test, run and document advanced programs in the language. 00PII6

Design and develop programs using **00PII7**

a polymorphism

b inheritance

c overloading

Design and develop programs that incorporate other advanced features. 00PII8

8. Design and develop programs that incorporate other advanced features. 00PII8

Examine and evaluate the strengths and weaknesses of the language(s) 00PII9

9. Examine and evaluate the strengths and weaknesses of the language(s) 00PII9

Demonstrate 00PII10

a. error-checking

b error handling

Implement input validation and processing. 00PII11

11. Implement input validation and processing. 00PII11

Evaluate and critique effectiveness and efficiency of code. 00PII12

12. Evaluate and critique effectiveness and efficiency of code. 00PII12