CMPT 135 - D100 Intro to Computer Prog II

Instructor(s): Toby Donaldson

Calendar Objective/Description:
Intro to Computer Prog II

Instructor's Objectives:
This course is a rigorous introduction to object-oriented programming and computing science using C++, intended for students who have already taken CMPT 130 as an introduction to algorithms and programming. Students will learn basic principles of algorithm design and basic and intermediate techniques for object-oriented software development. It is expected that students already know the C or C++ programming language.

Prerequisites:
see go.sfu.ca

Topics:
- Brief review of elementary programming and introduction to C++.
- Basic object-oriented programming and software design.
- Polymorphism and inheritance.
- Program design, specification, and testing; problem solving.
- Abstract data types; elementary data structures; fundamental algorithms; recursion.
- An informal introduction to computability and complexity analysis.
- Templates and the Standard Template Library

Grading:
Course work will consists of exercises, quizzes, and programming projects. The marking scheme will be given in the first week of the course.
Students must attain an overall passing grade on the weighted average of exams in the course in order to obtain a clear pass (C- or better).

Required Books:
Problem Solving with C++ (10th edition), Walter Savitch, Pearson, 2017, 9780134448282

Reference Books:
The C++ Programming Language (4th edition), Bjarne Stroustrup, Addison-Wesley Professional, 2013, 9780321563842

Academic Honesty Statement:
Academic honesty plays a key role in our efforts to maintain a high standard of academic excellence and integrity. Students are advised that ALL acts of intellectual dishonesty will be handled in accordance with the SFU Academic Honesty and Student Conduct Policies (http://www.sfu.ca/policies/gazette/student.html).