COMP10062: Week 11 Learning Outcomes

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How to Read the Learning Outcomes

This document lists the learning outcomes from the Course Outline that are touched on in each handout. The course outline includes both **General** learning outcomes (which it calls CLOs or "Course Learning Outcomes") and **Specific** learning outcomes (referred to as EOPs or "Elements of Performance").

The **General** learning outcomes tell you what you are working towards, though you might not entirely get there in one week.

The **Specific** learning outcomes (shown as bullet points below) tell you what you will learn this week that is related to the General learning outcome.

The learning outcomes below will also be the focus for any work that is assigned this week.

General (CLO)

Solve processing problems in Java using the Input-Processing-Output model.

Specific (EOPs)

- Use exception handling techniques to recover from run-time errors gracefully.

General (CLO)

Solve processing problems in Java using custom objects.

Specific (EOPs)

- Implement graceful error handling by throwing and catching exceptions.

General (CLO)

Design object-oriented solutions in Java that make effective use of encapsulation, inheritance, polymorphism, interfaces, and association.

Specific (EOPs)

- Use arrays of objects and ArrayLists to solve problems involving multiple association relationships between classes.

General (CLO)

Create Graphical User Interfaces for input and output in Java.

Specific (EOPs)

- Use a canvas element to draw shapes and text.
- Lay out a basic Graphical User Interface consisting of buttons, labels, canvases, and text fields.
- Respond to user input using mouse and button listeners.