

COMP10062: Week 3 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 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 custom objects.

Specific (EOPs)

- Define a Java class that can be used to create objects with attributes and methods.
- Distinguish between the interface and the implementation of an object.
- Apply industry standard best practices in entity naming, commenting, and indenting to produce detailed internal documentation for a Java class.
- Write an appropriate set of ~~constructors~~, getters, and setters for a Java class.
- Translate the description of a real-world object into a UML class diagram.
- Translate a UML class diagram for a single class into Java code.

General (CLO)

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

Specific (EOPs)

- Explain the role and the importance of encapsulation, ~~inheritance, polymorphism, interfaces and association~~ in an object-oriented program.
- Use visibility modifiers, accessor methods, and mutator methods to control access to the variables of a class.