COMP10062: Week 4 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)
- Explain the difference between static and instance variables and methods.
- Write an appropriate set of constructors, getters, and setters for a Java class.
- Use method and constructor overloading to provide a clean interface for an object.
- 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.
- Model the relationships between classes and interfaces using association ~~and inheritance~~.
- Implement (in Java code) UML class diagrams representing multiple classes and interfaces and the association ~~and inheritance~~ relationships between them.
- Evaluate an object-oriented application for appropriate use of encapsulation, ~~inheritance, polymorphism, interfaces,~~ and association.