朝陽科技大學 095學年度第2學期教學大綱
Object-Oriented Programming 物件導向程式設計

當期課號	3795	**Course Number**	3795
授課教師	張本杰	**Instructor**	CHANG,BEN JYE
中文課名	物件導向程式設計	**Course Name**	Object-Oriented Programming
開課單位	資訊工程系(四進)一A	**Department**	
修習別	必修	**Required/Elective**	Required
學分數	3	**Credits**	3
課程目標	這門課主要在介物件導向程式設計。在完成這門課之後，學生將可以學習到下面幾點： 1.物件基礎程式設計 （1）物件概念介紹 （2）類別的介紹 （3）多載性 2.物件導向程式設計 （1）繼承 （2）封裝 （3）多型	**Objectives**	This course is aimed at introducing Object Oriented Programming . The following topics will be covered in this course: 1.Object-Based Programming （1）Object concept （2）Define Classes （3）Overloading 2.Object-Oriented Programming （1）Inheritance （2）Encapsulation （3）Polymorphism
教材	Teaching in classroom and computer Lab.	**Teaching Materials**	Teaching in classroom and computer Lab.
成績評量方式	General 10% Homework 20% Midterm 30% (On Line) Project 10% Final exam 30% (On Line)	**Grading**	General 10% Homework 20% Midterm 30% (On Line) Project 10% Final exam 30% (On Line)
教師網頁			
教學內容	Introduction I/O (cout, cin) File, stream Vector and array Inline, const New, delete Class Object Inheritance Encapsulation Polymorphism vs. virtual function Friend function and friend class this pointer Template Exception Handle Time	**Syllabus**	Introduction I/O (cout, cin) File, stream Vector and array Inline, const New, delete Class Object Inheritance Encapsulation Polymorphism vs. virtual function Friend function and friend class this pointer Template Exception Handle Time

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