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Description

This course is a follow-up of the course Computer Science 1. The main topics of the course are: interfaces and polymorphism, event handling, inheritance, graphic user interfaces, exception handling, streams, system design, and recursion.

Knowledge and understanding

The course offers necessary methodological and theoretical bases for studying and applying computers and computer programming which will be built on during the rest of the curriculum.

Whenever a computer system or a programming system has to be designed and implemented the knowledge and insights acquired during the course can be used and applied.

Making Judgements

After successful completion of the course students will be able to judge the quality of computer and programming systems.

Communication

The skills acquired during the course will allow to present programs and the results of different stages of program development to specialists or non-specialists.

Skills

After successful completion of the course students will be able to formalize, analyze, and program any problem for which a computer solution exists.