

SDV3111 : Systems Programming

The Systems Programming course explores techniques and methods used in object-oriented programming (OOP) languages through an architecture-focused approach. Students will be introduced to the core OOP concepts of inheritance, encapsulation, interfaces, abstract classes, and polymorphism. Students will also learn to apply industry-standard techniques such as reusability and efficiency in object-model implementation. This course also looks at the principal advantages of OOP compared to procedural programming techniques.

Credits 4

Course Length 4 weeks

Please note: This course must be successfully completed within 2-attempts. Students unable to successfully complete the course within 2-attempts will be dismissed from the program.