



EFFECTIVE: MAY 2004
CURRICULUM GUIDELINE

A. Division: **Instructional** Effective Date: **MAY 2004**

B. Department / Program Area: **Commerce & Business Admin. Computer Information Systems** Revision New Course

If Revision, Section(s) Revised:
 Date of Previous Revision:
 Date of Current Revision:

C: **ITEC 260** D: **C++ Programming** E: **3**

Subject & Course No.	Descriptive Title	Semester Credits
F: Calendar Description: This course provides the student with knowledge of C++ programming. Object-oriented terminology, concepts, and language constructs will be covered. Students will learn to develop procedural/object-oriented programs in C++ and will implement their own abstract types as well as access supplied class libraries.		
G: Allocation of Contact Hours to Type of Instruction / Learning Settings Primary Methods of Instructional Delivery and/or Learning Settings: <p style="text-align: center;">Lectures and Laboratory</p> Number of Contact Hours: (per week / semester for each descriptor) <p style="text-align: center;">Lecture: 4 Hours Laboratory: 4 Hours Total: 8 Hours</p> Number of Weeks per Semester: <p style="text-align: center;">12 Weeks</p>	H: Course Prerequisites: <p style="text-align: center;">ITEC110 and ITEC160</p>	
	I: Course Corequisites: <p style="text-align: center;">NIL</p>	
	J: Course for which this Course is a Prerequisite <p style="text-align: center;">ITEC360</p>	
	K: Maximum Class Size: <p style="text-align: center;">20</p>	
L: PLEASE INDICATE: <input type="checkbox"/> Non-Credit <input type="checkbox"/> College Credit Non-Transfer <input checked="" type="checkbox"/> College Credit Transfer: SEE BC TRANSFER GUIDE FOR TRANSFER DETAILS (www.bccat.bc.ca)		

M:	Course Objectives / Learning Outcomes The student will be able to: <ol style="list-style-type: none"> 1. explain the meaning and give examples of commonly used object-oriented terminology as it relates to C++; 2. read and write introductory to intermediate level object-oriented C++ programs; 3. access existing class libraries. 												
N:	Course Content: <ol style="list-style-type: none"> 1. Introduction to Visual C++ IDE. 2. Introduction to C++ structures and Data Types 3. Pass by Value/Reference 4. Inline Functions 5. Constructors/Destructors 6. Function Overloading 7. Function Templates 8. Friend Functions 9. This Pointer Concept 10. Class and Objects Concepts 11. Abstract Data Types 12. Inheritance 13. Virtual Functions 14. Polymorphism 15. Input/Output Stream Manipulations 16. Templates 17. File Input/Out Processing 												
O:	Methods of Instruction The topics will be covered through in-class lectures, seminar sessions, laboratory sessions, assignments, reading, and research.												
P:	Textbooks and Materials to be Purchased by Students Deitel & Deitel, <i>C++ How to Program</i>, Latest Edition, Prentice Hall												
Q:	Means of Assessment <table style="margin-left: 40px;"> <tr> <td>Lab Assignments</td> <td>20 – 35%</td> </tr> <tr> <td>Quizzes</td> <td>0 – 20%</td> </tr> <tr> <td>Participation</td> <td>0 – 5%</td> </tr> <tr> <td>Midterm examination</td> <td>25 – 30%</td> </tr> <tr> <td>Final examination</td> <td>25 – 30%</td> </tr> <tr> <td>TOTAL</td> <td>100%</td> </tr> </table>	Lab Assignments	20 – 35%	Quizzes	0 – 20%	Participation	0 – 5%	Midterm examination	25 – 30%	Final examination	25 – 30%	TOTAL	100%
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TOTAL	100%												
Prior Learning Assessment and Recognition: specify whether course is open for PLAR Yes													

 Course Designer(s) **Victor Choong**

 Education Council / Curriculum Committee Representative

 Dean / Director **Rosilyn G. Coulson**

 Registrar **T. Angus**