Overview

An introduction to the concepts and techniques of object oriented programming with a focus on the construction of interactive multimedia applications. Delivery is through lectures and computer lab classes. Assessment will be via a number of in-class exercises and staged assignments.
**Faculty**
Faculty of Engineering

**School**
School of Computer Science and Engineering

**Study Level**
Undergraduate

**Delivery Mode**
Fully on-site

**Indicative contact hours**
6

**Timetable**
Visit timetable website for details
Conditions for Enrolment

Prerequisite: Enrolment in a non-CSE major (no BINF, COMP, or SENG)
## Exclusion Courses

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<tr>
<th>Course Code</th>
<th>UOC</th>
<th>Course Name</th>
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<tbody>
<tr>
<td>INFS1609</td>
<td>6</td>
<td>Fundamentals of Business Programming</td>
</tr>
<tr>
<td>INFS2609</td>
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<td>Programming for Business</td>
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To access course outline, please visit:

COMP1400 Course Outline
Additional Information

This course is offered as General Education.
Pre-2019 Handbook Editions

Access past handbook editions (2018 and prior)

Pre-2019 Handbook Editions