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.
<table>
<thead>
<tr>
<th><strong>Faculty</strong></th>
<th>Faculty of Engineering</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>School</strong></td>
<td>School of Computer Science and Engineering</td>
</tr>
<tr>
<td><strong>Study Level</strong></td>
<td>Undergraduate</td>
</tr>
<tr>
<td><strong>Delivery Mode</strong></td>
<td>Fully on-site</td>
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<tr>
<td><strong>Indicative contact hours</strong></td>
<td>6</td>
</tr>
<tr>
<td><strong>Timetable</strong></td>
<td>Visit timetable website for details</td>
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</tbody>
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Conditions for Enrolment

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

INFS1609 | 6 UOC
Fundamentals of Business Programming

INFS2609 | 6 UOC
Programming for Business
Course Outline

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