

t.INE2 - Informatik für Ingenieure 2

Person responsible for the course: Alexander Bosshard, bsha

Credits: 4

Valid for: 2010/2011

Last saved: 31.12.2012 00:00

Learning objectives:

The students:

know the object-oriented aspects of a modern programming language and apply them correctly

can develop software solutions for restricted problems, inclusive the necessary graphical user interfaces and the handling of exceptions

Course content:

objects, classes, inheritance, polymorphism, abstract classes and interfaces

programming the graphical user interface

test and debugging of a class

exceptions

files and streams

threads

Previous knowledge:

INE1

Teaching method:

Type of lesson:	Number of lessons per week:
Lecture	14x2L
Tutorial/Practicum	14x2L
Group teaching	
Block instruction	
Seminar	

Assessment:

According to the table or as specified in writing by the lecture at the beginning of the semester!

Number	Type	Weighting
1	End of term exam	66%
2	Exam during the semester	short test, 10% each
14	Further assessments	practical exercise, 1% each

Language of instruction:

Deutsch

Instruction material:

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Comments:

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