Kentucky CTE

Computer Science: Object-Oriented Programming II 110221 (2026–2027)

Design and develop programs that use advanced GUI Components. 1	1 Design and develop programs that use advanced GUI Components. 1
Design and develop programs that use input and output streams, including character and binary streams. 2	2 Design and develop programs that use input and output streams, including character and binary streams. 2
Demonstrate knowledge of advanced concepts and associated definitions. 3	3 Demonstrate knowledge of advanced concepts and associated definitions. 3
Design and code applications using advanced data types and structures. 4	4 Design and code applications using advanced data types and structures. 4
Design and develop programs that use concurrency. 5	5 Design and develop programs that use concurrency. 5
Design, develop, compile, debug, test, run and document advanced programs in the language. 6	6 Design, develop, compile, debug, test, run and document advanced programs in the language. 6
Design and develop pr po	7 Design and develop programs using polymorphism, inheritance, and verloading. 7

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inheritance, and overloading. 7

Design and develop programs that incorporate other advanced features. 8

8 Design and develop programs that incorporate other advanced features. 8

Examine and evaluate the strengths and weaknesses of the language(s). 9

9 Examine and evaluate the strengths and weaknesses of the language(s). 9

Demonstrate error-checking and error-handling. 10

10 Demonstrate error-checking and error-handling. 10

Implement input validation and processing. 11

11 Implement input validation and processing. 11

Evaluate and critique the effectiveness and efficiency of code. 12

12 Evaluate and critique the effectiveness and efficiency of code. 12