Kentucky CTE

Computer Science: Object-Oriented Programming II

Design and develop programs that use advanced GUI Components. OOPII1	**1. Design and develop programs that use advanced GUI Components.** OOPII1
Design and develop programs that use input and output streams including character and binary streams OOPII2	**2. Design and develop programs that use input and output streams including character and binary streams** OOPII2
Demonstrate knowledge of advanced concepts and associated definitions. OOPII3	**3. Demonstrate knowledge of advanced concepts and associated definitions.** OOPII3
Design and code applications using advanced data types and structures. OOPII4	**4. Design and code applications using advanced data types and structures.** OOPII4
Design and develop programs that use concurrency. OOPII5	**5. Design and develop programs that use concurrency.** OOPII5
Design, develop, compile, debug, test, run and document advanced programs in the language. OOPII6	**6. Design, develop, compile, debug, test, run and document advanced programs in the language.** OOPII6
Design and develop programs using OOPII7	**a polymorphism**
	b inheritance
	verloading

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Design and develop programs that incorporate other advanced features. OOPII8	**8. Design and develop programs that incorporate other advanced features.** OOPII8
Examine and evaluate the strengths and weaknesses of the language(s) OOPII9	**9. Examine and evaluate the strengths and weaknesses of the language(s)** OOPII9
Demonstrate OOPII10	**a. error-checking**
	b error handling
Implement input validation and processing. OOPII11	**11. Implement input validation and processing.** OOPII11
Evaluate and critique effectiveness and efficiency of code. OOPII12	**12. Evaluate and critique effectiveness and efficiency of code.** OOPII12