

Satyug Darshan Institute of Engineering and Technology

Lesson Plan / Teaching Plan / Lecture Plan with Progress : B Tech – 5th Semester : 2025-26

Course Name (Code) : Object Oriented Programming(PCC-CS-503)

Faculty – Ms. Seema

Topics / lectures are arranged in sequence - same - as to be taught in the class. Maintain data related to "Date" in its hard copy.

S. No.	Lecture No	Topic Description	Teaching Pedagogy	Reference Material	Remarks, if any
1	1	Introduction to OOP & its main concepts.	Board	T1	
2	2	Decomposition & Abstraction	Board	T1	
3	3	Abstraction Mechanisms	Board	T1	
4	4	Kind of Abstractions	Board	T1	
5	5	ADT implementation	Board	T1	
6	6	Implementing operations	Board	T1	
7	7	illustrated by the Text example.	Board	T1	
8	8	Revision	Board	T1, T2	
9	9	Assignment	Board	T1	
10	10	Encapsulation	Board	T1	
11	11	Object identity			
12	51	Presentation -unit-1	Board + PPT	T1	
13	52	polymorphism	Board + PPT	T1	
14	53	polymorphism – Inheritance in OO design	Board + PPT	T1	
15	54	Implementing OO language features.- Classes & Objects	Board + PPT	T1	
16	12	Implementing OO language features.- variables & Type Checking	Board	T1	
17	13	Procedures - Commands as methods	Board	T1	
18	14	Procedures - Commands as objects,	Board	T1	
19	15	Exceptions, Polymorphic procedures,	Board	T1	
20	16	Templates, Memory management	Board	T1	
21	17	Revision unit-2	Board	T1	
22	18	Assignment	Board + PPT	T1	
23	19	DESIGN PATTERNS; Introduction and classification	Board	T1	
24	20	Creational Pattern – Abstract Factory Pattern	Board + PPT	T1, T2	
25	21	Factory Method,	Board	T1	
26	22	Singleton	Board	T1	
27	23	Structural Pattern – Bridge	Board	T1	
28	24	Structural Pattern -Flyweight	Board	T1	
29	25	Behavioural Pattern - The iterator pattern,	Board	T1	
30	26	Observer pattern	Board	T1	
31	27	Model-viewcontroller pattern			
32	28	Revision	Board	T1, T2	
33	29	Assignment	Board	T1	
34	30	Simple Generics	Board	T1	
35	31	Subtyping and Wildcards,	Board	T1	
36	32	Generic Methods, Set Interface	Board	T1	
37	33	List Interface	Board + PPT	T1	

38	34	Queue Interface, Deque Interface	Board	T1	
39	35	Map Interface	Board	T1, T2	
40	36	Object Ordering	Board	T1, T2	
41	37	SortedSet Interface, SortedMap Interface			
42	38	Revision	Board	T1	
43	39	Swng introduction, Swing components,	Board	T1	
44	40	Laying out components in a container	Board	T1	
45	41	Panels, Look & Feel,	Board	T1	
46	42	Event listener	Board	T1	
47	43	concurrency in swing	Board	T1	
48	44	Revision and Assignment			
49	45	Requirement specification and analysis	Board + PPT	T1	
50	46	Data Model, Design,	Board + PPT	T1, T3	
51	47	Implementation,	Board + PPT	T1, T3	
52	48	Testing.	Board + PPT	T1, T3	
53	49	Revision	Board + PPT	T1, T3	
54	50	Revision			

Study Material / Books / Web-resources / Online Courses Links etc.

S. No.	Description
1	Barbara Liskov, Program Development in Java, Addison-Wesley, 2001
2	<i>Clean Architecture</i> by Robert C. Martin
3	