

# Computer Science: Object-Oriented Programming II

Design and develop programs that use advanced GUI Components. **00PII1**

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**1. Design and develop programs that use advanced GUI Components. 00PII1**

Design and develop programs that use input and output streams including character and binary streams **00PII2**

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**2. Design and develop programs that use input and output streams including character and binary streams 00PII2**

Demonstrate knowledge of advanced concepts and associated definitions. **00PII3**

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**3. Demonstrate knowledge of advanced concepts and associated definitions. 00PII3**

Design and code applications using advanced data types and structures. **00PII4**

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**4. Design and code applications using advanced data types and structures. 00PII4**

Design and develop programs that use concurrency. **00PII5**

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**5. Design and develop programs that use concurrency. 00PII5**

Design, develop, compile, debug, test, run and document advanced programs in the language. **00PII6**

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**6. Design, develop, compile, debug, test, run and document advanced programs in the language. 00PII6**

Design and develop programs using **00PII7**

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**a polymorphism**

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**b inheritance**

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**c overloading**

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**Design and develop programs that incorporate other advanced features.** OOPII8

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**8. Design and develop programs that incorporate other advanced features.** OOPII8

**Examine and evaluate the strengths and weaknesses of the language(s)** OOPII9

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**9. Examine and evaluate the strengths and weaknesses of the language(s)** OOPII9

**Demonstrate** OOPII10

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**a. error-checking**

**b error handling**

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**Implement input validation and processing.** OOPII11

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**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