

ITS3105 : Programming II

This course provides a more in-depth use of software design and implementation aspects introduced in [ITS2105 Programming I](#) and applies in more depth the elements of object-oriented design (OOD) and programming (OOP). In addition, the course expands the scope of software development by addressing the concepts of multithreaded programming, metadata, string handling, library features, GUI (Graphical User Interface) implementation, interfacing with a database, interactive debugging techniques, and recursion.

Credits 4.0

Prerequisites

[ITS2105: Programming I](#)

Corequisites

None