## OBJECT ORIENTED PROGRAMMINGS THROUGH PYTHON

III Semester: CSE / IT								
Course Code	Category	Hours / Week			Credits	Maximum Marks		
AITB01	Core	L	T	P	C	CIA	SEE	Total
		3	0	0	3	30	70	100
Contact Classes: 45	<b>Tutorial Classes: Nil</b>	Practical Classes: Nil				Total Classes: 60		

### **OBJECTIVES:**

## The students will try to learn:

- 1. The Fundamental concepts of Object-oriented approach for solving real-time problems.
- 2. The basic and advanced constructs of Python programming for developing object oriented concepts.
- 3. The design concepts for developing user interface of real time applications.

### **COURSE OUTCOMES:**

## After successful completion of the course, students will be able to:

- 1. Recall the basic programming constructs in implementing in Python.(Remember)
- 2. Identify classes, objects, members of a class and relationship among them for real world entities.(Apply)
- 3. Summarize the object-oriented concepts such as Abstraction, Encapsulation, Inheritance and Polymorphism in real time context.(Understand)
- 4. Demonstrate abstraction feature with the help of python class properties.(Understand)
- 5. Make use of polymorphism and inheritance concepts for achieving code reusability.(Apply)
- 6. Apply inbuilt strings for creating, performing basic operations and testing on text data.(Apply)
- 7. Develop user-defined functions for better modularity and a high degree of code reusability.(Apply)
- 8. Explain parameter-passing techniques while invoking recursive and non-recursive functions for solving problems.(Understand)
- 9. Make use of Python exception mechanisms for handling errors and abnormal termination of program.(Analyze)
- 10. Develop user-defined exceptions for handling un-interrupted execution of specific programs.(Apply)
- 11. Demonstrate Python GUI tool kit for designing static user interfaces.(Understand)
- 12. Make use of widgets, containers and frames for creating user interface of web application.(Apply)

# MODULE-I INTRODUCTION TO PYTHON AND OBJECT ORIENTED CONCEPTS

Introduction to Python: Features of Python, Data types, Operators, Input and output, Control Statements.

Introduction to Object Oriented Concepts: Features of Object oriented programming system (OOPS) – Classes and Objects, Encapsulation, Abstraction, Inheritance, Polymorphism.

## MODULE-II PYTHON CLASSES AND OBJECTS

Classes and Objects: Creating a class, The Self variable, Constructor, Types of Variable, Namespaces, Types of Methods, Inheritance and Polymorphism – Constructors in inheritance, the super() method, types of inheritance, polymorphism, abstract classes and interfaces.

#### **MODULE-III** STRINGS AND FUNCTIONS

Strings: Creating strings and basic operations on strings, string testing methods.

Functions: Defining a function, Calling a function, returning multiple values from a function, functions are first class objects, formal and actual arguments, positional arguments, recursive functions.

#### **EXCEPTION HANDLING MODULE-IV**

Exception: Errors in a Python program, exceptions, exception handling, types of exceptions, the except block, the assert statement, user-defined exceptions.

#### **MODULE-V GRAPHICAL USER INTERFACE**

GUI in Python: The root window, fonts and colors, working with containers, Canvas, Frames, Widgets – Button widget, Label widget, message widget, text widget, radio button widget, entry widget.

### **Text Books:**

- R Nageswara Rao, "Core Python Programming", Dreamtech press, 2017 Edition.
  Dusty Philips, "Python 3 Object Oriented Programming", PACKT Publishing, 2<sup>nd</sup> Edition, 2015.

## **Reference Books:**

1. Michael H.Goldwasser, David Letscher, "Object Oriented Programming in Python", Prentice Hall, 1st Edition, 2007.

### **Web References:**

- 1. https://realpython.com/python3-object-oriented-programming/
- 2. https://python.swaroopch.com/oop.html
- 3. https://python-textbok.readthedocs.io/en/1.0/Object\_Oriented\_Programming.html
- 4. https://www.programiz.com/python-programming/