

<b>Course title: Object-Oriented Programming C# 2</b>
Course code: 63049
ECTS credits: 6
Requirements: None
<b>Basic information</b>
Level of studies: Undergraduate applied studies
Year of study: 3
Trimester: 2
Goal: Enabling students to apply advanced data manipulation techniques, desktop user interface creation, network and distributed programming as well as software design principles.
Outcome: The student should be able to apply advanced data manipulation techniques, create desktop user interface, perform network and distributed programming as well as apply software design principles.
<b>Contents of the course</b>
Theoretical instruction
1. Interfaces
2. Generic types
3. Observer software pattern
4. Threading
5. Composite software pattern
6. Reflexion
7. Generic data structures
8. Data Serialization
9. gRPC
Practical instruction (Problem solving sessions/Lab work/Practical training)
1. Implementation of .NET native interfaces
2. Exercises using generic types
3. Observer software pattern examples
4. Threading samples using async and await keywords
5. Composite software pattern examples
6. Reflexion
7. Stack and Queue implementation using generic types
8. XML and Binary data serialization

9. Database data manipulation using desktop application
9. .NET Core gRPC server and client
<b>Textbooks and References</b>
1. Skeet, J., & Simeloff, E. (2014). C# in Depth (p. 616). Manning.
2. Nathan, A. (2013). WPF 4.5 Unleashed. Sams publishing.
3. Johnson, R., & Vlissides, J. (1995). Design patterns. Elements of Reusable Object-Oriented Software Addison-Wesley, Reading.
<b>Number of active classes (weekly)</b>
Lectures: 4
Practical classes: 1
Other types of classes: 1
<b>Grading (maximum number of points: 100)</b>
<b>Pre-exam obligations: Points</b>
Activities during lectures:
Activities on practical exercises: 0
Seminary work:
Colloquium: 50
<b>Final exam: Points</b>
Written exam: 50
Oral exam:
<b>Lecturer</b>
Milanko Kragović, MSc
<b>Associate</b>
Luka Lukić