

# ***COP 3330***

## ***Object Oriented Programming Class Takeaways***

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# What's the Role of This Class?

- 1) Introduce students to a new programming paradigm: Object-Oriented Programming.
- 2) Solidify typical programming skills and familiarity.
- 3) Learn how to read documentation for and use a rich, expansive API
- 4) Introduce students to Java syntax.



# My Experience: Pros, Cons

## PROS

- Java is my strongest language
- I was fairly committed to trying to make comprehensive notes.
- I didn't have a strongly preconceived notion for what to do in the class.

## CONS

- I don't like objects.
- I haven't taught this class in 19 years.
- I didn't have a strongly preconceived notion for what to do in the class.

# Some Outcomes

## PROS

- The progress on notes and code examples was significant.
- Though not complete, the list of practice problems is quite extensive.
- I was able to model the process one goes through to improve general programming skills.

## CONS

- Number of students above 50% is less than I hoped.
- Too many weak students don't attend class.
- Assignments don't truly show the advantages of OOP.

# Takeaway Message #1

- Most Important Skills to Gain From this Course are Language Agnostic
  - Benefit of objects, inheritance for code reuse
  - How to read technical documentation.



# Takeaway Message #2

- Attending Class Matters A Lot.
  - Only consistent finding of mine over 27 years of teaching.
- Writing Practice Programs Matters A Lot.
  - Not measured, but I know this is how learning really happens.



# Takeaway Message #3

- Even with AI, Debugging Skills, Design Skills Matter
  - Did an Experiment in my Upper Level Class – students whose actual skills were better were able to leverage AI more efficiently.
  - Pay attention to large level systems design. Understanding this matters a great deal with current tools.





# Hope you enjoyed the class!



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