

# Objects and Design

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Last Updated: Wed, 01/07/2026

**Course prefix:** CS

**Course number:** 2340

**Section:** B

**CRN**

20955

**Instructor first name:** Pedro

**Instructor last name:** Feijoo Garcia

**Semester:** Spring

**Academic year:** 2026

**Course description:**

Object-oriented programming methods for dealing with large programs. Focus on quality processes, effective debugging techniques, and testing to ensure a quality product. CS2340 takes students who know an object-oriented language and focuses on getting them to use that language in a true object-oriented style. The course achieves this goal by introducing a design methodology and notation, and covering standard principles and practice in design.

**Academic honesty/integrity statement:**

Students are expected to maintain the highest standards of academic integrity. All work submitted must be original and properly cited. Plagiarism, cheating, or any form of academic dishonesty will result in immediate consequences as outlined in the university's academic integrity policy. Using third-party libraries or tools that are not explicitly mentioned requires the permission of the instructional team.

The use of copyrighted or offensive material in your projects is prohibited and will be sanctioned through the Office of Student Integrity (OSI).