Computer Science

CS 528  **Obj-Oriented Progrmg & Design**  credit: 4 hours.
Principles of object-oriented design; design patterns; use and design of frameworks; reflection, refactoring, use of unit tests as specifications. Prerequisite: CS 427.

<table>
<thead>
<tr>
<th>CRN</th>
<th>Type</th>
<th>Section</th>
<th>Time</th>
<th>Days</th>
<th>Location</th>
<th>Instructor</th>
</tr>
</thead>
<tbody>
<tr>
<td>36946</td>
<td>Online</td>
<td>ONL</td>
<td>ARRANGED -</td>
<td></td>
<td>-</td>
<td>Johnson, R</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Meyer, C</td>
</tr>
</tbody>
</table>

Meets 29-May-12 - 02-Aug-12.
Online
OCE Tuition $988.00 per Bill Hour, and OCE Fees $50.00 per Bill Hour.
Restricted to MS: Civil Engr - Online - UIUC, MCS:Computer Sci Online -UIUC, MS:Mechanical Engineering -UIUC, or NDEG:Grad Nondegree-CE-UIUC.
Restricted to online non-degree, online MCS, online MSME and online MS CE students. Online and Continuing Education (OCE) restrictions and assessments apply, see http://www.oce.illinois.edu. For more details on this course section, please see http://online.engineering.illinois.edu/descriptions/summer2012.htm