Augmented reality for teaching object oriented programming concepts

Surendra R.M.D.B.

E-Library, Faculty of Allied Health Sciences, University of Peradeniya

Object oriented programming is vital concept in modern computer programming. Teaching, learning and practical implementation of OOP concepts found to be challenge due to its complexity. To demonstrate complexity the definition of Encapsulation i.e. "Encapsulation is a process of wrapping code and data together into a single unit" can be considered.Objective of this study is tosuggest to utilize augmented reality conceptfor teach objected oriented programming conceptsbased on previous work done related to education field and augmented reality such as use of *augmented reality to teach earth sun relationship*, *augmented reality to teach how to find area of triangle* and other infields related to education.Based on the studyit is found that lack of researches done, lack of awareness, need of specially designed devices and software and financial issues as constraints to use of augmented reality in education field. Accordingly, it is suggested to utilize specially designed mobile devices based on augmented reality to describe OOP concepts while deliver lectures to make teaching and learning process optimal. Hence, this study can be used as staring point to carry-out research to improve such technologies for teaching OOP concepts in more state of art manner.

Keywords: *Augmented Reality, Object oriented programming, Encapsulation.*

*Corresponding Author: rmdbsurendra@yahoo.com