Welcome to EECS 2030

Steven Castellucci

Who Am I?

- Professor Steven Castellucci, PhD
- Email (for personal administrative questions): steven_c@yorku.ca
  - Include “2030” and your EECS username in subject
- Office hours: M 1-2 pm in LAS 3048

Lectures & Labs

- **Lectures**
  - Lassonde Building, Lecture Hall B
  - Tuesdays and Thursdays, 13:00–14:30
- **Lab01**
  - Lassonde Building 1004 and 1006
  - Mondays, 14:00–15:30
- **Lab02**
  - Lassonde Building 1004 and 1006
  - Tuesdays, 16:00–17:30

- Labs start on the second week of the term

EECS Lab Account

- Required for tests and lab exercises

- Bring photo ID to Prism (LAS1006)
- Log-in to workstation using “newuser” as the username (no password)
- Show ID to lab monitor

- Do this before the first lab (~20 minutes to activate)

Course Website

- Moodle:
  - https://moodle.yorku.ca
- EECS Department (backup):
  - http://www.eecs.yorku.ca/course/2030/

Textbook

- *Absolute Java* 5th/6th ed. by Savitch
- Additional recommended reading:
  - *Java Pocket Guide* by Liguori
  - *Eclipse IDE Pocket Guide* by Burnette

Tests

- Except for the make-up test, all tests take place during the lab sessions

Components	Weight
Test 1 (MC + programming)	10%
Test 2 (MC + programming)	20%
Test 3 (MC + programming)	25%
Test 4 (MC + programming)	25%
Test 5 (MC + programming)	20%
Make-Up Test (programming, cumulative)	*variable*

Make-up Test

- If you miss a test for an acceptable reason and provide required documentation, the weight will be transferred
  - Miss Test 1, weight transferred to Test 2
  - Miss any other test, weight transferred to make-up
- Make-up test is 90 minutes, programming, covers the entire course

Course Help

- TAs during lab sessions
- Moodle Discussion Forum
  - Ask questions
  - Get answers from me, the TAs, and fellow students
    - You are encouraged to help and guide
    - Do not post answers to lab activities

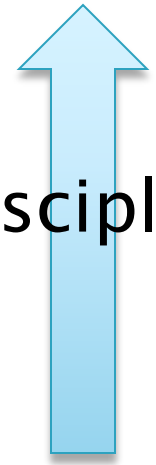
2030 Overview

- Previous courses taught how to use programming to solve problems

- 2030 focusses on the formality of writing programs
  - Design by Contract
  - Testing methodologies
  - Memory management
  - Application of OOP concepts
  - Implementation of data structures

2030 Goal

Programming as a skill



Discipline

Programming as a tool

Questions?