## Wrap-Up



EECS2030: Advanced Object Oriented Programming Fall 2017

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## What You Learned (1)



#### • Procedural Programming in Java

- Utilities classes
- · Recursion (implementation, running time, correctness)

### Data Structures

- Arrays
- Maps and Hash Tables
- Singly-Linked Lists
- Stacks and Queues
- Binary Trees

# What You Learned (2)



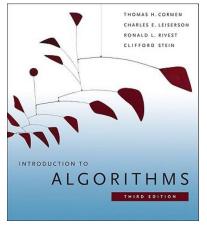
- Object-Oriented Programming in Java
  - classes, attributes, encapsulation, objects, reference data types
  - · methods: constructors, accessors, mutators, helper
  - dot notation, context objects
  - aliasing
  - inheritance:
    - code reuse
    - expectations
    - static vs. dynamic types
    - rules of substitutions
    - casts and instanceof checks
    - · polymorphism and method arguments/return values
    - method overriding and dynamic binding: e.g., equals
    - abstract classes vs. interfaces
    - generics (vs. collection of Object)
  - keywords: private, this, protected, static, extends, super, abstract, implements



- Integrated Development Environment (IDE) for Java: Eclipse
  - Break Point and Debugger
  - Unit Testing using JUnit

## Beyond this course... (1)





- Introduction to Algorithms (3rd Ed.) by Cormen, etc.
- DS by DS, Algo. by Algo.:
  - Understand math analysis
  - Read pseudo code
  - Translate into Java code
  - Write and pass JUnit tests

## Beyond this course... (2)





- Design Patterns: Elements of Reusable Object-Oriented Software by Gamma, etc.
- Patter by Pattern:
  - Understand the problem
  - *Read* the solution (not in Java)
  - Translate into Java code
  - Write and pass JUnit tests



### Visit my lectures on EECS3311 Software Design:

- http://www.eecs.yorku.ca/~jackie/teaching/ lectures/index.html#EECS3311\_F17
  - Design by Contracts
  - Design Patterns
  - Program Verification



- What you have learned will be assumed in EECS2011.
- Logic is your friend: Learn/Review EECS1019/EECS1090.
- Do not abandon Java during the break!!
- As ever, feel free to get in touch and let me know how you're doing :D