Administrative Issues



EECS2030 B: Advanced Object Oriented Programming Fall 2019

CHEN-WEI WANG

Instructor



- How may you call me?
 - "Jackie" (most preferred),

"Professor Jackie", "Professor", "Professor Wang", "Sir", "Hey", "Hi", "Hello"

- Office: Lassonde Building 2043
- Office hours: 4pm 6pm on Mondays, Tuesdays, and Wednesdays. Or by appointments.
- When you need advice on the course, speak to me!
- Throughout the semester, feel free to suggest ways to helping your learning.

Course Information



- Lecture materials will be posted on my website: https://www.eecs.yorku.ca/~jackie/teaching/ lectures#EECS2030_F19
- Two moddle sites: http://moodle.info.yorku.ca/ • EECS 2030 Fall 2019-2020
 - Announcement for all sections.
 - Lab instructions are posted here.
 - LE/EECS2030 B Advanced Object Oriented Programming (Fall 2019-2020)
 - Announcement for Section B only.
 - Post your questions here in the forum.
 - Never share solutions to graded components on the forum!!!
- Check your emails regularly!



- Send me an email ASAP requesting access to the course moodle, with your *name*, *student number*, *York Passport ID*.
- Still attend lectures.
- Still complete labs (no extension).



- No talking, no mobile *distracting*, *disrespectful* to everyone.
- If you feel like talking or using mobile, please *leave*.
- In class: core concepts, examples, your engagement
- You'd study the *remaining* slides/notes on your own.
- Speak to me early when you have trouble studying!





I attempt to record each lecture entirely:

- Not meant to be a replacement for classes!
- The purpose of recording is that you can focus on reaching *maximum comprehension*.
 - o Ask questions!
 - Take (even *incomplete*) notes: they help when re-visiting lectures.



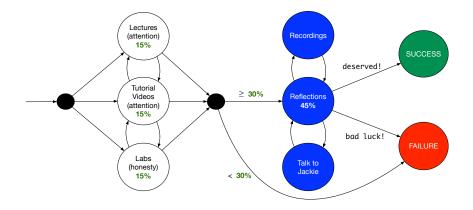
- To do well, *inspiration* is more important than *perspiration*.
- Hard work does not necessarily guarantee *success*, but no success is possible without *hard work*

 \Rightarrow

- Don't be too satisfied just by the fact that you work hard.
- Make sure you work hard both on *mastering "ground stuffs"* and, more importantly, on *staying on top of what's being taught*.
- Always reflect yourself on how things are connected.
 - Be *curious* about going beyond lectures (e.g., CodingBat).
 - Be *curious* about why things work the way they do.

Survival Pattern of this Course









- · Computer test, based on lab exercises and lecture materials
- Each section has its own lab tests.
- A guide will be available prior to the lab test.

Academic Integrity



The moral code or ethical policy of academia:

- avoidance of cheating or plagiarism;
- maintenance of academic standards;
- honesty and rigor in research and academic publishing.

Pay careful attention to *all* occasions where the submitted work is to be graded and receive credits (i.e., labs, quizzes, assignments, tests, exams).

It is *absolutely not* acceptable if, in any of these occasions, you:

- share your (programming or written) solutions with others;
- copy and paste solutions from elsewhere and claim that they are yours.





Available on the Moodle site for Section B.

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Lab Sessions



- Lab 0 has been posted on the course Moodle.
 - You must complete Lab 0 from the Prism lab (LAS1006) computers
 - Submissions must be completed using the command line.
- I will attempt to come for all lab sessions.
- Feel free to ask me other course-related materials.

Adapting Yourself to the Second Year



- You had lots of fun in your first-year courses:
 - Programming solutions were developed and tested via visualization on physical devices (e.g., Android tablet).
 - You may have done a bit of <u>testing</u>: using a *Tester class* with the main method.
- However, this isn't how a real *software developer* works:
 - Programming *problems* are explained via the expected methods' *headers* (input and output types) and some *use cases*, <u>without</u> visualization!
 - A set of *tests* must be *re-run automatically* upon changes.
- Thinking *abstractly* without seeing changes on a physical device is an important skill to acquire when graduating.

e.g., Watch *interviews at Google*: Given problems described in English, solve it on a whiteboard.

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- Solve problems .
 - Object Orientation: Come up with software artifacts whose architecture corresponds to the real life entities.
 - *Procedural Programming*: **Step-by-step** instructions, by which the computer follows to achieve a certain task.
- Express solutions in Java.



- Please approach me (email, in person) as soon as possible, so we can make proper arrangements for you.
- We will work out a way for you to gain the most out of this course!

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