### **Administrative Issues**



EECS2030 B & E: Advanced Object Oriented Programming Fall 2021

CHEN-WEI WANG

#### Instructor



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

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

- When you need *advice* on the course, speak to me!
- Throughout the semester, feel free to suggest ways for helping your learning.



- Send me an email ASAP requesting access to the course eClass site, with your *name*, *student number*, *Passport York ID*.
- Still keep up with lectures and tutorials.
- Still complete labs and tests (*no extension*).

### Writing E-Mails to Your Instructor



- Think of me as your *colleague* who is happy to help you learn.
  - formality is unnecessary
  - courtesy is expected
- This sounds *very rude* (and may be delayed, if not ignored):

On the link you sent us for our mark my mark for lab0 did not appear on it and i submitted lab0 during my lab session

• This sounds *much nicer*:

Hello Jackie, the link you sent didn't work. I did submit my lab0. Could you please look into this? Thanks! Jim

## **Course Information**



- A single eClass site:
  - LE/EECS2030 B & E Advanced Object Oriented Programming (Fall 2021-2022)
    - Syllabus
    - Announcements common for both Sections B & E
    - Course Forum
    - Laboratory Exercises
    - Programming Tests
    - Written Tests
    - Exam
- Check your emails regularly!

[ instructions only ] [ instructions & submissions ] [ instructions & submissions ]



• Lecture materials (recordings, iPad notes, slides, example codes) will be posted on my website for you to *re-iterate concepts and examples*:

https://www.eecs.yorku.ca/~jackie/teaching/ lectures/index.html#EECS2030\_F21

• The *course syllabus* is also posted in the above lectures site.





## Let's go over the *course syllabus*.



- Please contact me via email 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!

# 

## 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/emulator, Phidget board).
  - You may have done a bit of *testing* using:
    - A Console tester class with the main method
    - A JUnit test class with the assertions
- However, this isn't how a real *software developer* works:
  - Programming *problems* are explained via the expected methods' *API* (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 before graduating.
  e.g., Watch *interviews at Google*: Given problems described in English, solve it on a whiteboard.



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

## Study Tips

- Plan steady, gradual study of:
  - Lecture videos
  - Optional Q&A sessions
- Ask questions! •
- Take (even incomplete) notes, which will help when re-iterating lectures.





[ ≈ 3 hours ]  $[\approx 1.5 \text{ hours} - 3 \text{ hours}]$ 

## General Tips about Studying in a University

- 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*.
- Go beyond lectures (e.g., CodingBat, LeetCode).
- Be *curious* about why things work the way they do.
- Always reflect yourself on how things are connected.

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