

Administrative Issues



EECS2030 B: Advanced
Object Oriented Programming
Fall 2018

CHEN-WEI WANG

- 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 Tuesdays, Wednesdays, and Thursdays. 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

- Two muddle sites: <http://moodle.info.yorku.ca/>
 - LE/EECS2030 B - Advanced Object Oriented Programming (Fall 2018-2019)
 - Announcement for Section B only.
 - Post your questions here in the **forum**.
 - Never share solutions to graded components on the forum!!!
 - LE/EECS2030 A,B,E - Advanced Object Oriented Programming (Fall 2018-2019)
 - Announcement for **all** sections.
 - **Lab instructions** are posted here.
- Lecture materials will be posted on my website:
https://www.eecs.yorku.ca/~jackie/teaching/lectures/#EECS2030_F18
- Check your emails regularly!

Class Protocol

- 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*

Study Tips

Each lecture will be recorded entirely:

- *Not meant to be a replacement for classes!*
- Focus reaching *maximum comprehension*.
- *Ask questions!*
- Take (even incomplete) notes, which will help when re-iterating lectures.

General Tips about Studying CS

- To do well, *inspiration* is more important than *perspiration*.
- Hard work does not necessarily guarantee success, but no success is possible without *hard work*
⇒
 - 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*.
 - Be *adventurous* about going beyond lectures (e.g., CodingBat).
 - Be *curious* about why things work the way they do.
 - Always *reflect* yourself on *how things are connected*.

Lab Tests

- Computer test, based on lab exercises and lecture materials
- Each section has its own lab tests.
- A guide will be available to you about a week before 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.

Course Syllabus

Available on the Moodle site.

- Lab 0 has been posted on the course Moodle.
 - Due at 11:59 p.m. on Friday, Sep 14
 - 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 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).
 - If you took EECS1022 with me, you did a bit of **testing** : using a **Tester class** with the `main` method
- However, this may not be how you work as a **software developer** in reality:
 - Programming problems were explained to you via the expected methods' **signatures** (input and output types) and some **use cases**, without visualization!
- Being able to think **abstractly** without seeing changes on a physical device is an important skill you are expected to acquire when graduating.
- Think of programming interviews at Google: Given problems described in English, solve it on a whiteboard.

What is this course about?

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

Need Accommodation for Tests/Exams?

- 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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