

## 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](https://www.eecs.yorku.ca/~jackie/teaching/lectures#EECS2030_F19)
- Two middle 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!

## If You Are Not Enrolled Yet



- 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).

## 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**
- You'd study the **remaining** slides/notes on your own.
- Speak to me **early** when you have trouble studying!

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## 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**.
  - 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.

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## Study Tips

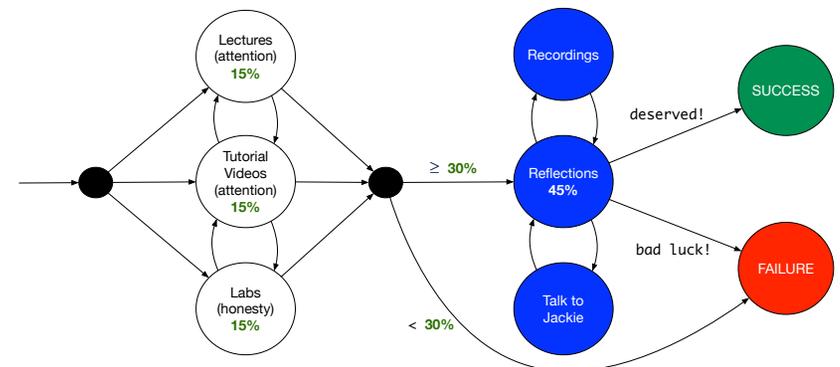


I attempt to record each lecture entirely:

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

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## Survival Pattern of this Course



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## Lab Tests



- 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.

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## 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.

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## Course Syllabus



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.

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## 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 **testing**: 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**, without 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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## 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** instructions, by which the computer follows to achieve a certain task.
- **Express solutions in Java**.

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## 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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