Wrap-Up



EECS2030 E&F: Advanced Object Oriented Programming Fall 2024

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What You Learned (1)



- Procedural Programming in Java
 - Exceptions
 - Recursion (thinking, implementation, tracing)
- Data Structures
 - Arrays

What You Learned (2)



Object-Oriented Programming in Java

- classes, attributes, objects, reference data types
- methods: constructors, accessors, mutators, helpers
- o dot notation, context objects
- aliasing
- o inheritance:
 - code reuse, single-choice principle, cohesion
 - · expectations
 - · rules of substitutions
 - · static vs. dynamic types
 - · polymorphism, dynamic binding
 - · polymorphic method parameters
 - · polymorphic collections
 - · polymorphic method return types
 - compilable casts, ClassCastException, instanceof checks
 - method overriding and dynamic binding: e.g., equals

What You Learned (3)



- Integrated Development Environment (IDE): Eclipse
 - Break Point and Debugger
 - Unit Testing using JUnit
 - $\circ~$ Test Driven Development (TDD), Regression Testing

Optional Topics



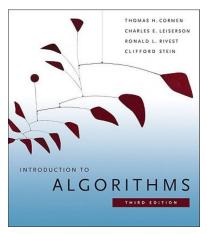
```
https://www.eecs.yorku.ca/~jackie/teaching/
lectures/index.html#EECS2030_F21
```

• Generics

[Week 10 & 11]

Beyond this course... (1)





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

Beyond this course... (2)





 Design Patterns: Elements of Reusable Object-Oriented Software by Gamma, etc.

- Pattern by Pattern:
 - Understand the problem
 - Read the solution (not in Java)
 - Translate into Java code
 - Write and pass JUnit tests

Wish You All the Best



- What you have learned will be assumed in EECS2101.
- Logic is your friend: Learn/Review EECS1019/EECS1090.
- Do not abandon Java during the break!!
- Feel free to get in touch and let me know how you're doing:D