## Wrap-Up



EECS2030 B & G: Advanced Object Oriented Programming Fall 2025

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## What You Learned (1)





- Exceptions
- Recursion (thinking, implementation, tracing)
- Data Structures
  - Arrays

## What You Learned (2)



#### • Object-Oriented Programming in Java

- o classes, attributes, objects, reference data types
- methods: constructors, accessors, mutators, helpers
- 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

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# What You Learned (3)



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

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# **Optional Topics**



https://www.eecs.yorku.ca/~jackie/teaching/ lectures/index.html#EECS2030 F21

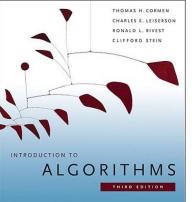
Generics

[ Week 10 & 11 ]

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# 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

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#### 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

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