### **Administrative Issues**



EECS2030 E: Advanced Object Oriented Programming Summer 2025

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.

### If You Are Not Enrolled Yet



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

### **Class Protocol**



- If you ever had to act as a presenter, you would just agree that any of the following exhibitions from the audience gives you <u>unpleasant</u> and <u>disrespectful</u> feelings.
  - Talking
     I am easily distracted by noise (even when it's whispering).
     It is then unfair to your fellow students who want to learn.
     ⇒ Only one person talking at a time in the room please.
  - Using your laptop to do tasks <u>unrelated</u> to the current lecture
     ⇒ I'd rather that you do it <u>elsewhere</u>.
  - Using mobile phones ⇒ Please keep it to a *minimum*!
- Slides are **self-contained**, so I may **not** just read them off.
- I will focus on explaining core concepts with examples.
- Your *engagement* is the key: ask *questions*!



### 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
```

• **in-person** communication may be the *most effective*Slow/No responses to your email inquiries ⇒

Jackie is happy to help during office hours and/or appointments.

#### **Course Information**



- One single eClass:
  - DE/EECS 2030 E Advanced Object Oriented
    Programming (Summer 2024-2025)
    - Announcements
    - Lab Exercises
    - Written Tests

[instructions & submissions]

Please check your emails regularly!



## **Required Study Materials**

 Lecture materials (recordings, iPad notes, slides, codes) will be posted for you to re-iterate concepts and examples:

```
https://www.eecs.yorku.ca/~jackie/teaching/lectures/index.html#EECS2030_S25
```

- The course syllabus is posted in the above lectures site.
- Though Jackie <u>attempts</u> 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.
    - Review points which you need to re-iterate from the recordings.
  - o It'd be **your call** to use the posted **lecture recordings**:
    - either as a way to **review** details not understood for the first time;
    - or as an excuse to skip classes!

# **Course Syllabus**



Let's go over the *course syllabus*.



### **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 engineer works:
  - Problems are explained via the expected methods' API
     (i.e., I/O types) and some use cases, without visualization!
  - A set of *tests* must be *re-run automatically* upon changes.

[ regression testing ]

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.

### **Professional Engineers: Code of Ethics**



- Code of Ethics is a basic guide for professional conduct and imposes duties on practitioners, with respect to society, employers, clients, colleagues (including employees and subordinates), the engineering profession and him or herself.
- It is the duty of a practitioner to act at all times with,
  - fairness and loyalty to the practitioner's associates, employers, clients, subordinates and employees;
  - 2. fidelity (i.e., dedication, faithfulness) to public needs;
  - 3. devotion to *high ideals* of personal honour and professional integrity;
  - **4. knowledge** of developments in the area of professional engineering relevant to any services that are undertaken; and
  - competence in the performance of any professional engineering services that are undertaken.
- Consequence of misconduct?
  - suspension or termination of professional licenses
  - civil law suits

### What is this course about?



- 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.



# General Tips about Studying in a University LASSO

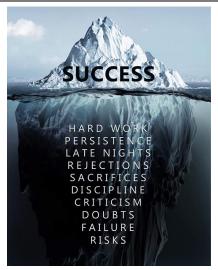
- To do well, *inspiration* is more important than *perspiration*.
- Hard work does not necessarily guarantee success, but no success is possible without *hard work*

 $\Rightarrow$ 

- 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.
- Be happy about doing work not associated with marks









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