CMSC 433: Programming Language Technologies and Paradigms

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Part I

Administrative details
Where to go for information

- visit the 433 webpage:
  http://www.cs.umd.edu/class/fall2006/cmsc433/
- read the 433 forum:
- attend John Kleint’s office hours (your trusty TA): Fridays 10-12AM, 1112 AVW
- attend my office hours: TuTh 5-6PM, AVW 4113
goal of 838P: leave this course prepared to apply practical design techniques that make you a better programmer
• emphasize object-oriented software design
Course style

- Not just lecture and note-taking
  - The latest research in education suggests that students learn more when they actively engage in learning activities
  - So... expect to reflect, discuss, and work in and out of class
Topics

- Design principles
- UML
- **Design patterns**
- Refactoring
- Software architecture
Textbooks

- Holub on Patterns
- UML 2.0 Pocket Guide
- There may be other readings that are online or will be given to you.
Grading

- Be sure to visit the schedule webpage after every class session
- Participation: 5%
- Exams: 40%
- Assignments and Projects: 55%
Assignments and Projects

- Assignments are small homeworks
- Projects are big homeworks
- Projects may involve more than writing code
- Expect to include
  - UML diagrams
  - write-ups on the design embodied in your code
  - test cases
- You may work in pairs or alone
Software

- Java
- Eclipse IDE
- JUnit
Exams

- One midterm (tentative date): Thursday, October 19th
- Final
Your place to post questions

Please think before you post! Be respectful, and of course don’t post outright answers or project code.
Strategies for success in cmsc433

- Participate in class discussions and activities
- Use Google to look up things you don’t know
- Start early on projects
- Take initiative
- Take writing seriously
Absences

- Religious observances or other personal conflicts
  - Let us know as soon as possible!!
Cheating

- Write the Honor Pledge on all assignments.
- Cheating is a very bad idea.
- If we catch you, you will get an XF.
- Don’t even think about sharing code with someone who is not your project partner.
- If an assignment is supposed to be done individually, then post high-level questions to the forum; it’s too easy to ask friends for help and end up with their answers.
Part II

Introduction to software design
What is software design?