CMSC 132: Object-Oriented Programming II

Course Introduction

Department of Computer Science
University of Maryland, College Park
Course Catalog Description

Introduction to use of computers to solve problems using software engineering principles.

Design, build, test, and debug medium-size software systems. Learn to use relevant tools.

Use object-oriented methods to create effective and efficient problem solutions.

Use and implement application programming interfaces (APIs).

Programming done in Java.
Things You Will Learn

- Object-oriented software development
  - Modern software development techniques
  - Object-oriented design

- Algorithms & data structures
  - Lists, trees, graphs

- Programming skills
  - Java API, IDE, testing, debugging
Course Is Not Just About Java

- May seem to focus on Java
  - All programming in Java
  - Many interesting Java language features

- Lessons intended to be general
  - Principles should apply to all languages
    - Ways of thinking about design
    - General ideas about software
  - Can translate skills to other languages
Course Is Not Just About Programming

- Software development involves a lot more than programming and debugging.
- Developing software that doesn't satisfy your customer, or find a customer, is pointless.
- Poor (or no) design will make it hard to modify or reuse your software.
  - And you will have to modify it.
- Lack of testing, plans, and build process leaves you lost, with no idea how to get back on track.
- We have to cover a lot of programming ground, but we will also touch on these issues.
Assume You Already Know

Coding
- Variables, operators, loops, arrays

Basic object-oriented programming
- Classes, methods, inheritance

Java
- Class libraries, exceptions

Tools
- Eclipse IDE, debugger
Where does 132 fit in?

- **CMSC 131**
  - Basic programming skills
- **CMSC 132**
  - Software design & basic algorithms
- **CMSC 212/213**
  - Low-level programming
- **CMSC 250**
  - Discrete math & logic
- **CMSC 351**
  - Analysis of algorithms
Organization

- Class Web Page
  

- Personnel
  - Coordinators
    - Bill Pugh
    - Nelson Padua-Perez

- Classes
  - Lectures
  - Labs
  - Office hours
Textbook

Recommended

“Objects, Abstractions, Data Structures and Design Using Java (version 5.0)”

By Elliot Koffman and Paul Wolfgang
Textbook (cont.)

- **Recommended**
  - “Java Precisely (2nd Edition)”
  - By Peter Sestoft
Projects

- 5 projects
  - Evaluate design, coding, testing skills
  - Tries to involve interesting application areas
    - Networking, user interfaces, data compression

Late policy

- Projects due at 6 pm
- 20% penalty, up to 9am the next morning
- Plan to complete all projects on time

Good faith attempt

- Must attempt all projects to pass
Projects (cont.)

Environment

- Eclipse IDE
- Do not use your cmsc131 workspace (Create a new one).
- Your cmsc131 linuxlab account is no longer valid.

Automated submission & testing

- Submit server
  - https://submit.cs.umd.edu
- Maintains record of submissions
  - CVS repository
  - May use for research
- Release testing
  - Can evaluate project using real test cases
Grading

Based on
- Projects, homework exercises, quizzes, midterms, final

Point distribution (roughly)
- 20% Class Attendance
  - 1\textsuperscript{st} → 3\textsuperscript{rd} missed lectures: no penalty
  - 4\textsuperscript{th} → 6\textsuperscript{th} missed lectures: 1% each
  - 7\textsuperscript{th} and more missed lectures: 2% each
- 34% Projects (5)
- 8% Homeworks
- 10% Quizzes
- 10% Midterm
- 18% Final Exam

Available on-line
- https://grades.cs.umd.edu
Course Bulletin Board

Bulletin Board (Forum)


Policy on project postings

- Can ask about specification, setup, tools, etc.
- Do not ask about design, implementation, etc.
- Violators may face penalty for academic dishonesty
Facebook group

- Search for CMSC 132
- No project questions, etc.
- Just for fun/social
Academic Honesty

- All individual assignments & exams must be done individually (except "open" assignments)
- Do not copy (or allow others to copy) your work in any way
- Submissions will be compared to submissions from current and previous semesters
- Cases of academic dishonesty will be referred to the University's Office of Judicial Programs
- Visit Student Honor Council website for more detailed explanation of academic dishonesty
Excused Absences

- Students must apply in writing and furnish documentary support for excused absences.
- Support should explicitly indicate the dates or times the student was incapacitated.
- Excused absence does not typically translate into project extensions.
- Students requesting reasonable academic accommodations due to a disability must provide a letter from the Office of Disability Support Services.
Course Advice

- Start projects **early**
  - make use of release testing if offered
- Ask questions
- Read book
- Attend lectures
- Attend labs
- Attend office hours
Topics Preview

- Algorithms & data structures
  - Asymptotic efficiency
  - Lists, stacks, queues
  - Trees, heaps
  - Sets, maps, graphs
  - Recursion
Object-oriented software development

- Software life cycle
- Requirements & specifications
- Designing objects & classes
- Testing & code coverage
- Programming paradigms
- Design patterns
Topics Preview

Programming skills

- Java collection framework
- Exceptions
- Threads, synchronization
- Java APIs
  - Graphics User Interfaces (GUI)