

# Object–Oriented Programming

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2019–20  
04JEYLM, 04JEYOA, 04JEYPC



**SoftEng**  
<http://softeng.polito.it>

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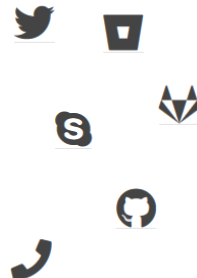
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# Topics

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- Java programming language
  - ♦ Java syntax
  - ♦ Standard libraries
- Software Engineering
  - ♦ Software Life Cycle
  - ♦ Design
  - ♦ Test
  - ♦ Configuration management
  - ♦ Object-oriented paradigm

# Objectives

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- Learn the Java language
- Write and test simple Java programs
- Use the development support tools
- Understand how software development works
- Become familiar with the basic development support instruments

# Objectives

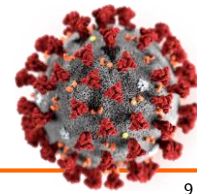
- Learn the Java language
- Write and test simple Java programs
- Use the basic development support tools
- *Language shapes the way we think, and determines what we can think about.*
  - Benjamin Lee Whorf
- Become familiar with the basic development support instruments

# Organization of the course

- Lectures (~50h)
  - ♦ Java (~35h)
  - ♦ Software Engineering (~15h)
- Classroom exercises (~20h)
  - ♦ Examples (~10h)
  - ♦ Assignments solutions (~10h)
- Lab assignments (~20h)
  - ♦ Two groups on alternating weeks
  - ♦ Three hours slots

# Labs

- LAIBs
  - ♦ 1.5h with Instructor / Student Assistants
  - ♦ 1.5h with Student Assistants
- Assignments
  - ♦ Programs to be completed/modified
  - ♦ Similar process as in the final exam
- Assessed but not graded
- **Essential** for final exam
  - ♦ the only way to learn programming is programming

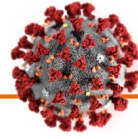





# Schedule

- Lecture:
  - ♦ Monday @ 08:30–11:30, 11
  - ♦ Friday @ 08:30–11:30, 7
- Lab:
  - ♦ Friday @ 13:00–16:00, LAIB4



# Schedule



- Lecture:
  - ♦ Monday @ 08:30–11:30,  cyberspace
  - ♦ Friday @ 08:30–11:30,  cyberspace
- (Virtual) office hours
  - ♦ Friday @ 13:00–14:30 cyberspace
- Lab:
  - ♦ Friday @ 13:00–16:00,  cybe

week 1 & 2

week 3



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## (Virtual) office hours

- Yet another virtual classroom
  - ♦ On request, also available via Skype, Telegram, Zoom, Slack, ...
- **Please, try to limit interactions to this slot...**
- ... ask questions during the regular (virtual) lectures!



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# Material

- All materials is available from <http://www.polito.it/>



# Material (cont'ed)

- All code samples will be available
  - ♦ oop.polito.it (subversion)
  - ♦ GitHub (git)



# Requirements

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- **Mandatory**
  - ♦ Procedural programming (e.g. C)
- **Recommended**
  - ♦ Abstract data types
    - Lists, trees etc.
  - ♦ Algorithms
    - Sort, search, list insert etc.

# Software

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- **Mandatory**
  - ♦ Java 8
    - <http://www.oracle.com/technetwork/java/javase/>
    - <https://docs.aws.amazon.com/corretto/latest/corretto-8-ug>
  - ♦ Eclipse IDE (Java IDE)
    - <http://www.eclipse.org/ide/>
  - ♦ Subversive plug-in for Eclipse



# Final Exam

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- A preliminary enabling question
- A computer-based work lasting 2 hours
  - ♦ The development of a Java program, using the Eclipse IDE (weight on the final grade ~85%)
  - ♦ Theoretical questions on topics discussed during lectures (weight on the final grade ~15%)

# Preliminary question

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- Online question 2 days before exam
- Answering is mandatory
  - ♦ Correct answer: 1 point
  - ♦ Wrong answer: 0 points
  - ♦ No answer: booking is canceled

# Theory Questions

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- Score
  - no answer: 0 points
  - perfectly correct answer: 1 point
  - completely wrong answer: -0.5 points

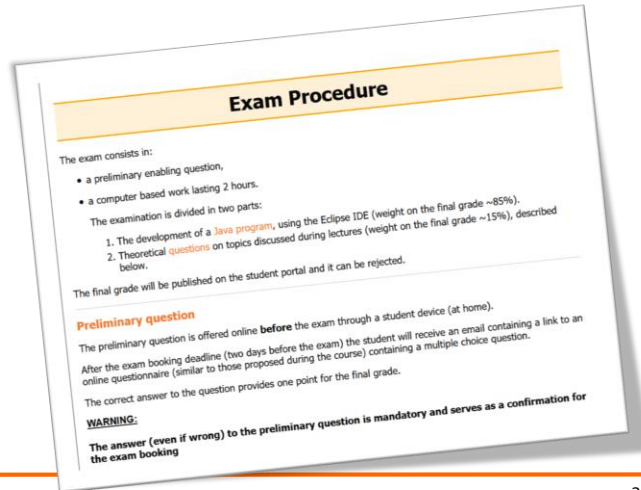
# Programming part

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- In the lab
  - Develop Java application, given
    - a textual specification of requirements
    - a skeleton code for the main functions
  - ♦ Submit initial version
- At home
  - ♦ Receive acceptance tests
  - ♦ Fix the app
  - ♦ Submit final version within a 3-7 days

# Final Exam – Full Info

[https://oop.polito.it/doc/Exam\\_en.html](https://oop.polito.it/doc/Exam_en.html)



# Readings – Java

- Java Documentation
  - ♦ <http://www.oracle.com/technetwork/java/javase/documentation/index.html>
- Arnold, Gosling, Holmes. **The Java Programming Language – 4<sup>th</sup> edition**, Addison-Wesley, 2006
- R. Urma, M. Fusco, A. Mycroft. **Java 8 in Action: Lambdas, streams, and functional-style programming**. Manning, 2015.
- Eckel. **Thinking in Java**. Prentice Hall, 4th Ed., 2006
  - ♦ [www.mindview.com/Books](http://www.mindview.com/Books)

## Readings – Sw Engineering

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- Bruegge, Dutoit. Object-Oriented Software Engineering Using UML, Patterns, and Java. Pearson, 2009
- ISO/IEC/IEEE Std 12207-2008 for Systems and Software Engineering – Software Life Cycle Processes
  - ♦ <http://ieeexplore.ieee.org/document/4475826/>

## Readings – Testing

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- ISO/IEC/IEEE, Std 29119-1 Software and systems engineering – Software testing – Part 1: Concepts and definitions, 2013.
- ISTQB, Certified Tester Foundation Level Syllabus, 2001
  - ♦ <http://www.istqb.org/downloads/send/2-foundation-level-documents/3-foundation-level-syllabus-2011.html4>

## Readings – Config Management

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- Collins–Sussman, Fitzpatrick, Pilato. **Version Control with Subversion**, 2001
  - ♦ <http://svnbook.red-bean.com>
- IEEE Std 828–2012 Standard for Configuration Management in Systems and Software Engineering, 2012
- Semantic Versioning
  - ♦ <http://semver.org>

## Readings – Design

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- M.Fowler, K. Scott. **UML Distilled**. 3<sup>rd</sup> ed. Addison–Wesley, 2003.
- E. Gamma, R. Helm, R. Johnson, and J. Vlissides. **Design Patterns: Elements of Reusable Object–Oriented Software**. Reading, MA: Addison–Wesley, 1995.
- E.Freeman, E.Freeman, K.Sierra, B.Bates. **Head First Design Patterns**. O'Reilly, 2004