

# 48024

# Applications

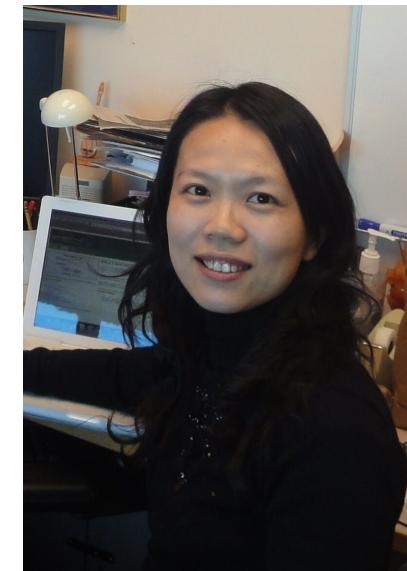
# Programming

Dr Angela Huo

## Dr. Angela Huo

- **Subject Coordinator, Applications Programming**
- **Program Coordinator, Bachelor of Computing Science, Major of Cybersecurity and Privacy**
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# Zoom Manner

- Chat: Message the lecturer if something is wrong
  - Icon: Slow down or faster?
    - When you have a question, click “Raise hand”, I will unmute you and you can speak
    - Vote for a poll, click “Yes” or “No”
  - Padlet: <https://padlet.com/angelahuo/appsprog>
    - I will answer the posted questions at the end of the lecture.
-  Yes
  -  No
  -  Raise hand

“Publishing abusive, offensive, vilifying, discriminatory or harassing material online in any form WILL NOT be tolerated, and will lead to consequences and possibly exclusion from UTS.”

[UTS Student Rules, Section 16 – Student misconduct and appeals](#)  
Links to an external site.

# Subject Survey: Java

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## Question 1 – Multiple Choice

138 of 380 answered

Before enrolling in this subject, what was your most recent educational experience with Java programming.

A	I passed 41039 Programming 1 at UTS.	34%
B	I passed 48023 Programming Fundamentals at UTS.	50%
C	I passed IPRG001 Programming Fundamentals at UTS College.	1%
D	I passed a Java programming subject at another university (not UTS).	5%
E	I passed a Java programming subject at TAFE and recently transferred to UTS.	0%
F	I passed a Java programming subject at a vocational training college (not TAFE, INSEARCH or another university).	0%
G	I learnt Java programming at High School.	3%
H	I don't know how to program with Java.	5%
I	Other - please explain below.	5%

# Subject Survey: Python

## Question 2 – Multiple Choice

136 of 380 answered

Before enrolling in this subject, what was your most recent educational experience with Python programming.

A	I passed 41039 Programming 1 at UTS.	31%
B	I passed a subject that introduces Python at UTS.	12%
C	I passed a Python programming subject at another university (not UTS).	2%
D	I passed a Python programming subject at TAFE and recently transferred to UTS.	0%
E	I passed a Python programming subject at a vocational training college (not TAFE, INSEARCH or another university).	0%
F	I learnt Python programming at High School.	8%
G	I don't know how to program with Python.	43%
H	Other - please explain below.	8%

# Subject Survey: Experience

## Question 4 – Multiple Choice

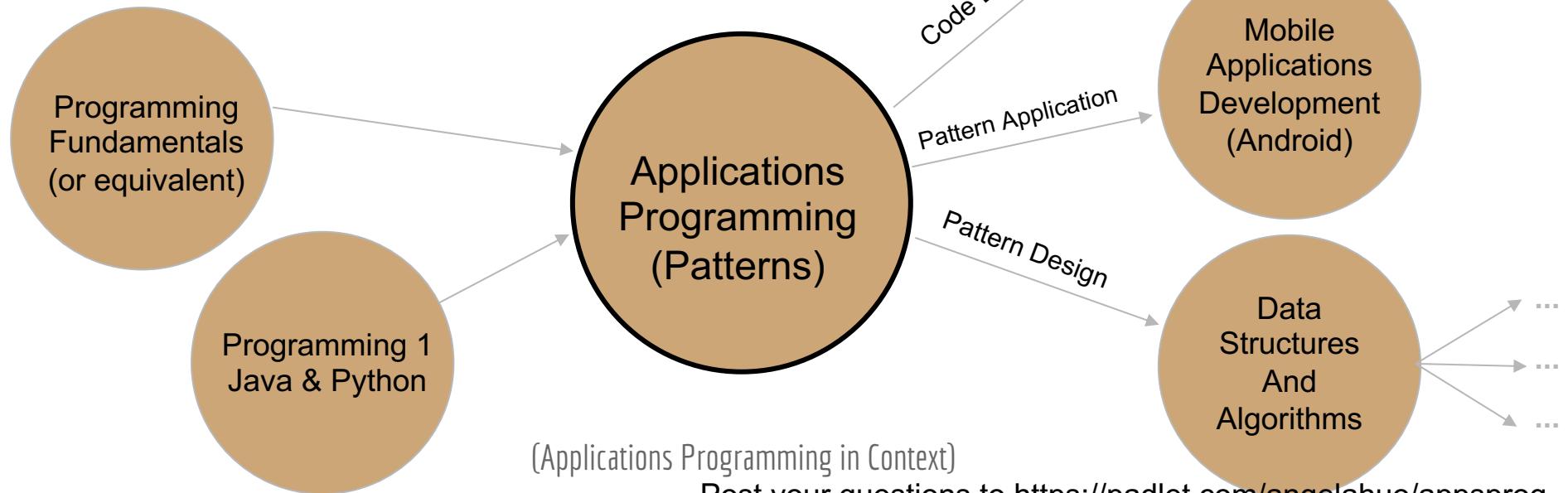
135 of 380 answered

Please choose the option below that best describes your past work experience as a programmer. If none of the descriptions fit exactly, choose the one that is closest.

A	I have no work experience as a programmer.	88%
B	I have previously been (or am currently) employed <b>part-time</b> as a programmer ( <b>paid</b> ).	2%
C	I have previously done (or am currently doing) some programming projects <b>part-time</b> , but it was <b>not paid work</b> .	8%
D	I have previously worked <b>full-time</b> as a programmer for <b>less than 2 years</b> .	2%
E	I have previously worked <b>full-time</b> as a programmer for <b>2 years or more</b> .	0%

# Subject Overview

Teaches you how to build small-scale applications in Java using OO principles with patterns





Scripts Costumes Sounds



Motion      Events  
Looks      Control  
Sound      Sensing  
Pen      Operators  
Data      More Blocks

move 10 steps  
turn ↗ 15 degrees  
turn ↘ 15 degrees  
  
point in direction 90°  
point towards [ ]  
  
go to x: -109 y: -18  
go to [mouse-pointer]  
glide 1 secs to x: -109 y: -18  
  
change x by 10  
set x to 0  
change y by 10  
set y to 0  
  
if on edge, bounce  
  
set rotation style [left-right]  
  
[x position]  
[y position]

when [green flag] clicked  
point in direction 90°  
forever  
play sound [meow v]  
move 10 steps  
if [touching edge? ] then  
  turn ↗ 15 degrees

x: -108  
y: -17

Sprites

New sprite: / / /

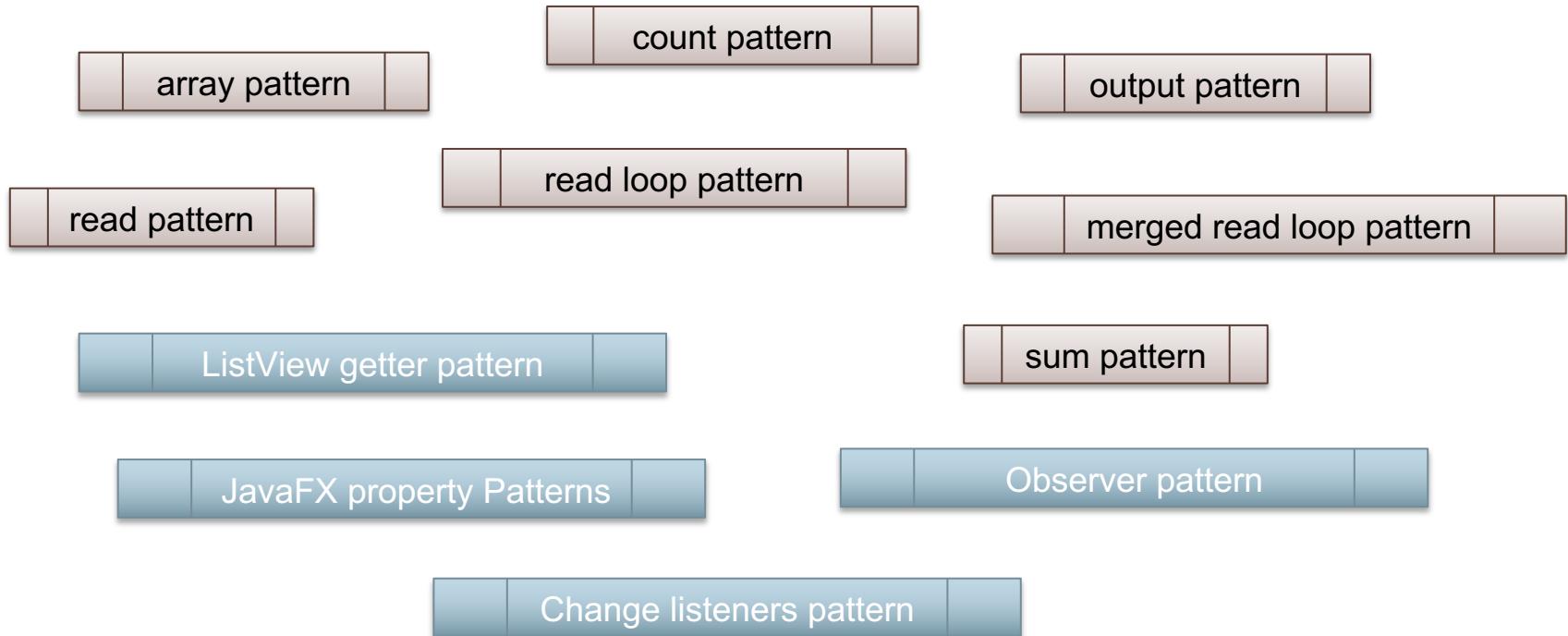
Stage 2 backdrops

New backdrop: / /

Sprite	X	Y
Sprite1	-109	-18

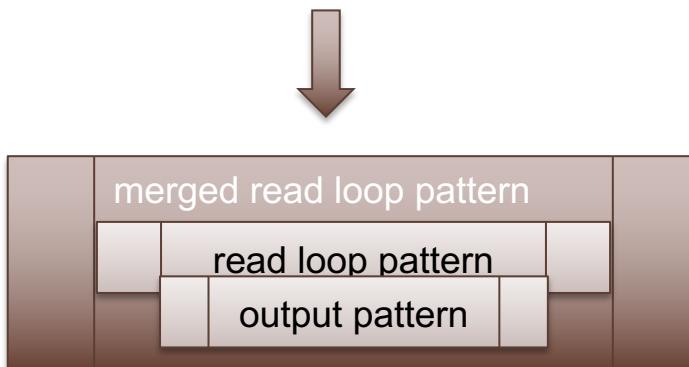
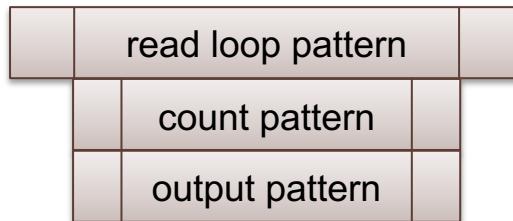


# Patterns: Common solutions to common problems



# Programming with Patterns

Procedure programming  
Object-oriented programming



MVC structure application



# What you will learn

- More than syntax
- A process and methodology to follow
  - noun/verb/adjective analysis
  - class diagrams
  - system structure charts
  - Patterns to code
- Patterns: encapsulated code template
  - read, count, sum, read loop, output, max
  - any, none, every
  - lookup, menu
  - MVC



# What you will use

- Java 1.8
- Python 3.6
- Week1-6 ED
- Week7-12 IDE

The image shows two screenshots of software interfaces. The top screenshot is a web-based lesson titled "Tutor Demo - Average Days" from a course named "ed 48024 – Lessons". It displays a specification: "Each month has 31, 28, 31, 30, 31, 30, 31, 31, 30, 31, 31 days respectively. Show the average number of days for the 12 months." Below this is a "Word to Code Table" with words like "Show", "the average number of days", and "for the 12 months" mapped to code snippets. A sample I/O window shows the output "Average days per month = 30.416666666666668". To the right is a code editor with a Java file named "AverageDays.java". The bottom screenshot is a Java IDE showing a project structure for "Lab7\_2019Aug" with several source files: Animal.java, Dog.java, Cat.java, WalkingAnimal.java, Zoo.java, and Parrot.java. The code for Animal.java defines an interface with methods getName(), getNoise(), and getMove(). The code for WalkingAnimal.java implements the Animal interface and overrides the getMove() method to return "walks". The code for Dog.java and Cat.java both extend WalkingAnimal and implement the Animal interface. The code for Parrot.java implements the Animal interface and overrides the getNoise() method to return "squawk" and the getMove() method to return "flies".

```
public class AverageDays {  
    public static void main(String[] args) {  
        int[] months = { 31, 28, 31, 30, 31, 30, 31, 31, 30, 31, 31, 30, 31 };  
        int sum = 0;  
        for (int i = 0; i < months.length; i++) {  
            sum += months[i];  
        }  
        double average = (double)sum / (double)months.length;  
        System.out.println("Average days per month = " + average);  
    }  
}
```

```
public static void main(String[] args) {  
    LinkedList<Animal> animals = new LinkedList<>();  
    animals.add(new Dog());  
    animals.add(new Cat());  
    animals.add(new Parrot());  
}  
  
public interface Animal {  
    String getName();  
    String getNoise();  
    String getMove();  
}  
  
public abstract class WalkingAnimal implements Animal {  
    public String getMove() {  
        return "walks";  
    }  
}  
  
public class Dog extends WalkingAnimal {  
    public String getName() { ...3 lines ... }  
    public String getNoise() {  
        return "woof";  
    }  
}  
  
public class Cat extends WalkingAnimal {  
    public String getName() { ...3 lines ... }  
    public String getNoise() {  
        return "meow";  
    }  
}  
  
public class Parrot implements Animal {  
    public String getName() {  
        return "Parrot";  
    }  
    public String getNoise() {  
        return "squawk";  
    }  
    public String getMove() {  
        return "flies";  
    }  
}
```

# Learning Objective

- Before

```
//Enrol in subjects
private void studentEnrol(LinkedList<Subject> subjects){
    System.out.println("Select a subject");

    for (Subject subject : subjects)
        System.out.println(subject.toString());
    int n = readSubjectNumber();
    int count = 0;
    for (Subject subject : subjects){
        if(subject.subjectNumber()==n){
            subject.showActivity();
            subject.selectActivity();
        }
        else {
            count++;
        }
    }
    if(count == subjects.size())
        System.out.println("No such subject");
}

private void studentWithdraw(){
    //method for studentWithdraw();
}

private char readStudentChoice(){
    System.out.print("Choice (v/e/w/x): ");
    return In.nextChar();
}
```

- After

```
public void enrol(Student student) {
    String code = readCode();
    List<Activity> activities = activities(code);
    if (activities.size() == 0)
        System.out.println("No such activity");
    else {
        for (Activity activity : activities)
            if (activity.canEnrol())
                student.enrol(activity);
        return;
    }
    System.out.println("No available seats");
}

private String readGroup() {
    System.out.print("Group: ");
    return In.nextLine();
}

private void autoEnrol(Student student, String group) {
    for (Activity activity : activities)
        if (activity.matches(number, group) && activity.canEnrol())
            student.enrol(activity);
    return;
}
```



# How we achieve?

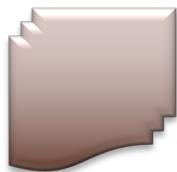
	Previous Mon	----9~10 days----	Tuesday Lecture	----2~3 days----	Thu(Fri)
Materials	 Pre-class(Canvas) <ul style="list-style-type: none"><li>• Study Module</li><li>• Tutor demo Preview</li><li>• Patterns book</li></ul>		 Lab materials will be locked until the study module has been completed.		  Lab(Canvas+ED) <ul style="list-style-type: none"><li>• Tutor Demo</li><li>• Lab exercises</li></ul>
Activities			<b>Lecture:</b> <a href="#">Canvas--&gt;Zoom</a> <b>Routine</b> <ul style="list-style-type: none"><li>• Announcement</li><li>• Study Module: Poll</li><li>• Labs:<ul style="list-style-type: none"><li>◦ Review current</li><li>◦ Preview next</li></ul></li></ul> 30 min break <ul style="list-style-type: none"><li>• Consultation@FLP</li></ul>		<b>Lab:</b> <a href="#">Canvas--&gt;Group</a> <b>On-campus Labs:</b> <ul style="list-style-type: none"><li>• See "<a href="#">Tutor list</a>"</li></ul> <b>Online Labs(Group page):</b> <ul style="list-style-type: none"><li>• BigBlueButton</li><li>• Discussion Board</li></ul>

 indicates the materials are released based on the teaching schedule.

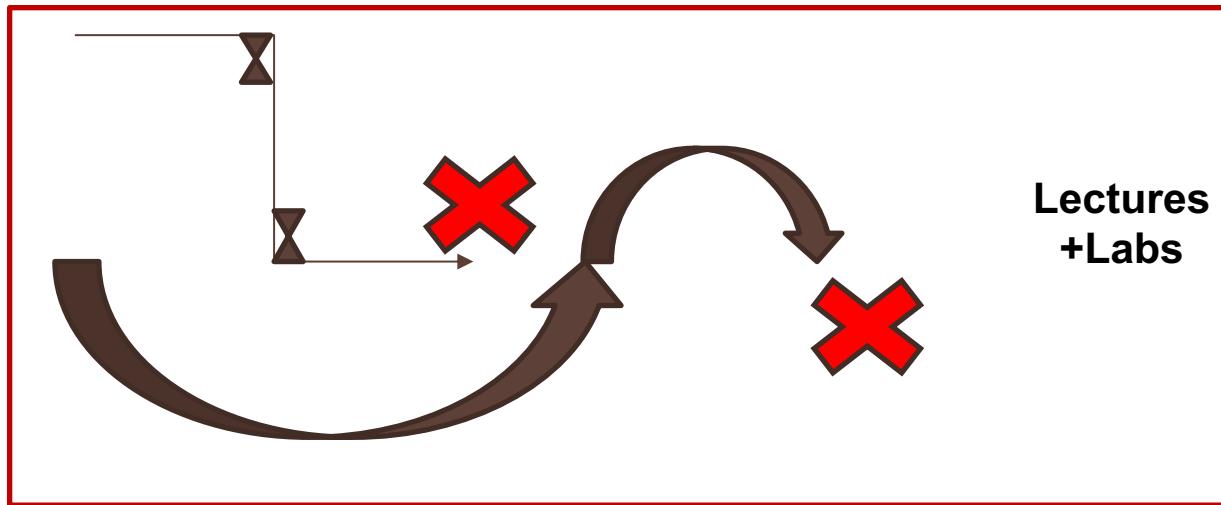
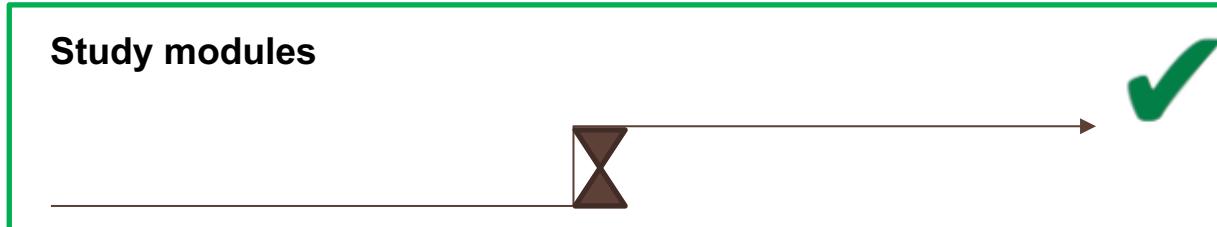
 indicates the materials are locked until the required activities are completed.

Post your questions to <https://padlet.com/angelahuo/appsprog>

# Why lectures and labs are important?

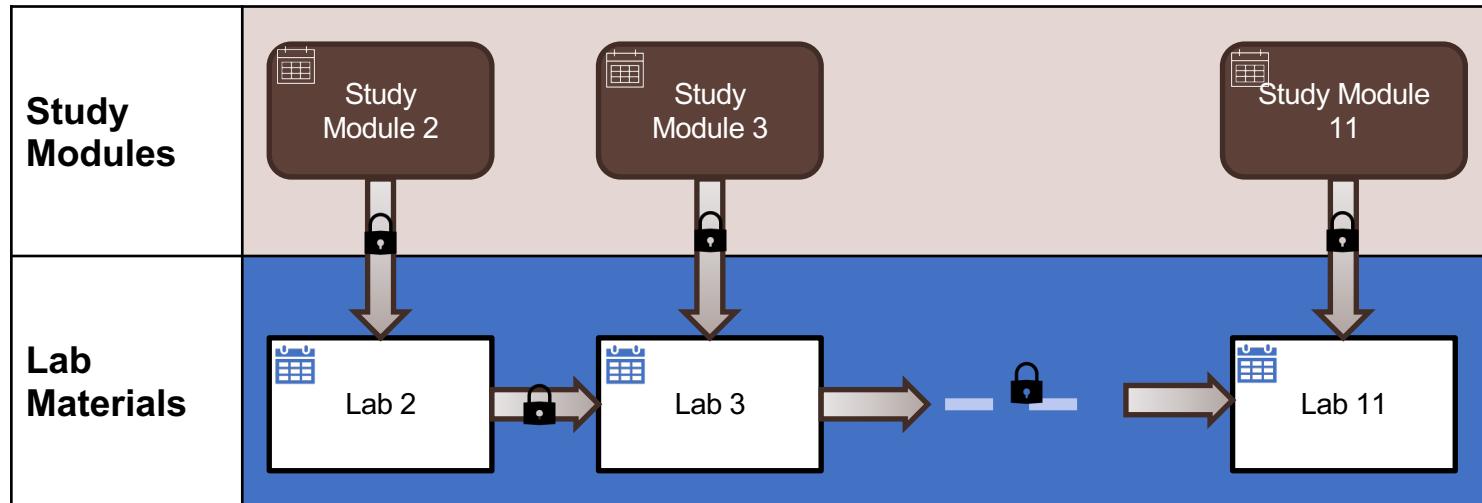


A



B

# How you achieve?



## Release Date:

Study Modules: 12:00 am on previous Monday

Lab Materials: the beginning of Lab class

## Due Date:

Study Modules: 12:00 am on Lecture Tuesday

Lab Materials: one hour before the following lab begins

# Time Schedule

Week	Monday (Materials in Canvas)	Tuesday (Lecture/Consultation)	Thursday-Friday (Lab Activities)		
			No Lab	Release Date	Due Date
1	M2:Basic Patterns	Feb-22	No Lab		
2	M3:Basic Process	Feb-29	Lab 2	Advanced challenge 1	
3	M4:Methods and Strings	Mar-8	Lab 3	Advanced challenge 2	Lab2
4	M5:Classes	Mar-15	Lab 4	Advanced challenge 3	Lab3 2%
5	M6:Lists	Mar-22	Lab 5	Advanced challenge 4	Lab4 2%
6	M7:OOP	Mar-29	Lab 6	Advanced challenge 5	Lab5 2%
7	M8:GUIs and events	April-05	Lab7+ assignment support	Advanced challenge 6	Lab6 2%
StuVac		April-12 (Consultation)			
8	M9:MVC architecture	April-19 (Assignment 1 Due 35%)	Lab 8		Lab7 2%
9	M10:GUI lists	April-26	Lab 9		Lab8 2%
10	M11:GUI tables	May-3	Lab10		Lab9 2%
11	Sample quiz	May-10	Lab 11+ assignment support		Lab10
12		May-17 (Assignment 2 Due 25%)	Assignment Demonstration		Lab11
StuVac		May-24			
Exam		Timed LMS Exam 20%			Advanced challenges 6%

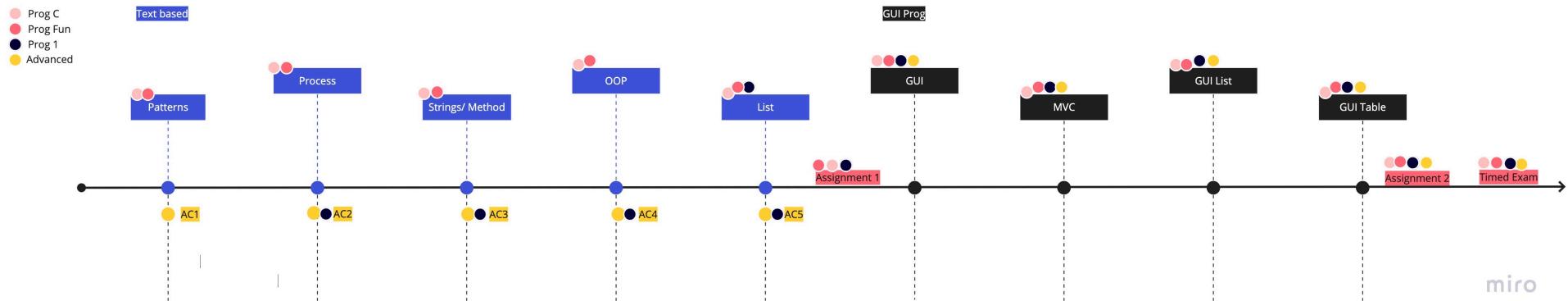
Due date

Holiday

Attendance Required

Post your questions to <https://padlet.com/angelahuo/appsprog>

# Assessments



- Pass $\geq 50\%$  : Labs + 2 programming assessments
- Distinction $\geq 75\%$ : Labs + 2 programming assessments + exam
- H Distinction $\geq 85\%$ : Labs + 2 programming assessments + exam
- Full mark $\geq 95\%$ : Labs + 2 programming assessments + exam+ advanced challenges

# Preparation and participation

- **Labs:** Access to the lab material is electronically blocked until the student has completed the required weekly study module.

So it's important to complete each study module before coming to the lectures and the labs!

- **Programming assessments:** The programming assessment is a comprehensive project that combined all the skills practised in weekly labs.

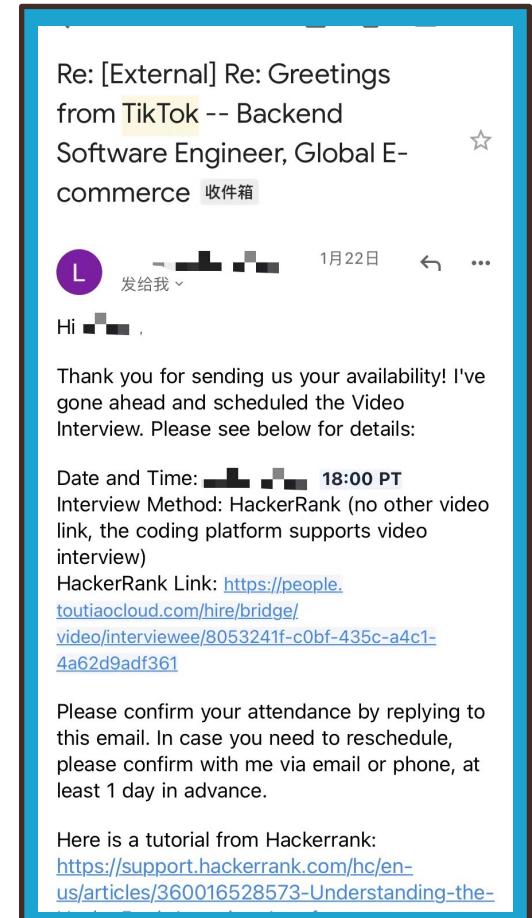
So it's important to complete the labs before attempting the programming assessments!

- **Timed LMS exam:** Feedback and reflection in lectures and las will be relevant to enhance the performance in the exam.

So it's important to attend the lectures and labs!

- **Advanced challenges:** The questions are designed for the interviews by Google, Facebook and other high tech companies.

So it's not that important for the students with different job objectives to work out the advanced challenges.



# Key to succeed in Assessments

- All assessment is **individual**
- **DO NOT rely on any code outside of the class!**
- **DO NOT skip any pre-class or class activities!**

Now that's clear...

- You may discuss ideas, approaches and problems, but you should write every line of code yourself except for code copied from **the lecture notes, lecture code or lab code.**
- You **MUST NOT** let another student see your solution code, and you **MUST NOT** look at another student's solution code.
- If you are having questions, talk to us! We're here to help.

# Supports

- From teachers:
  - **Lectures (comments, survey)**
  - **Labs**
  - **FAQ**
  - **Consultation** [online booking page](#)
- For Students:
  1. **FAQ**
  2. **Discussion Board**
  3. **Email your tutor**
  4. **Email the subject coordinator**
- U: PASS

U:PASS (UTS peer-assisted study success) is a study session where you work with a senior student and other students in the course to solve problems and learn the material in this subject. It is open to all students. Registration is required at the start of the semester, but usually, there is space available.

*It is a great environment for asking questions without getting the feeling of being judged  
(U:PASS student, 2019)*

- Do better (on average)
- Get help from other students
- Make friends
- Actually study

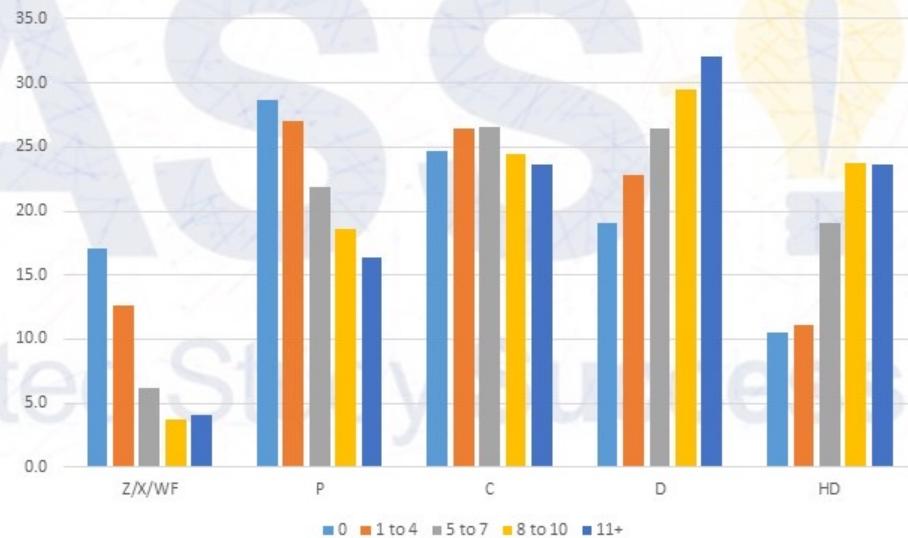
Session times:

[www.tinyurl.com/upass2020](http://www.tinyurl.com/upass2020)

U:PASS film:

[www.tinyurl.com/upassfilm](http://www.tinyurl.com/upassfilm)

Autumn 2016 - Spring 2019  
Results versus Attendance



# Late Submission

- **Labs:** the due date is one hour before the following lab begins.
  - \*You can access the lab after the due date, but the late submission won't be assessed.
- **Assignments:** the due date won't be extended unless under extenuating circumstances.
  - \*Submission extension within one week will be granted automatically with a late penalty.
  - For any extension beyond one week, you will need to submit a Special Consideration following the [Special Consideration process](#).

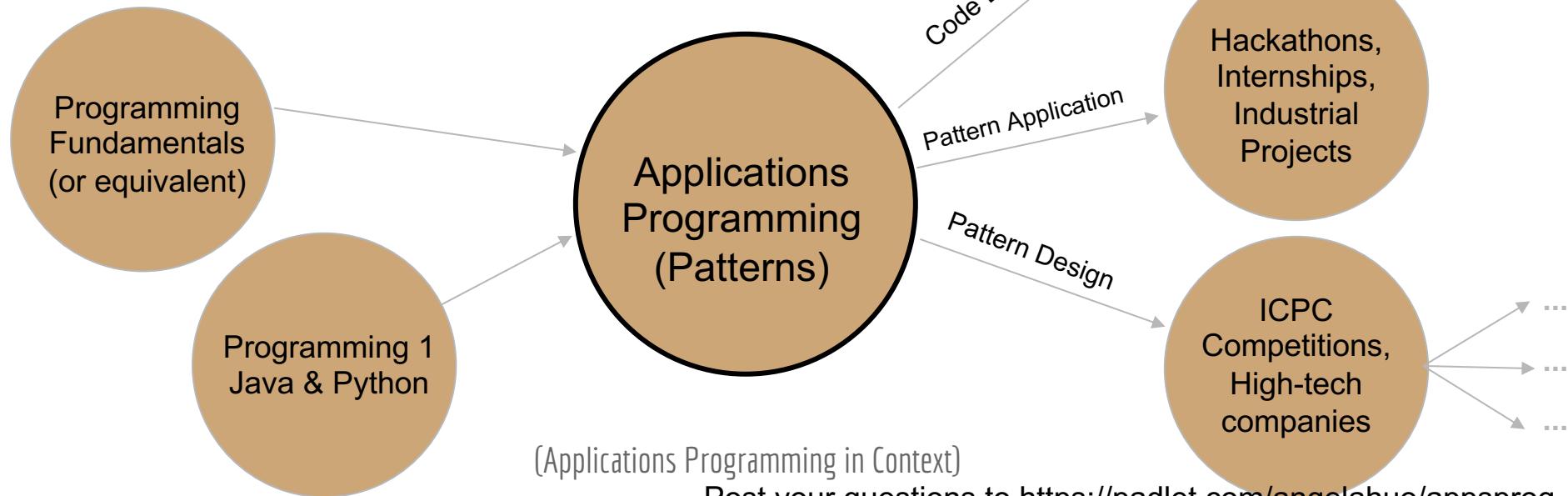
\*Labs and assignments are built upon the solutions of the due labs and assignments, so any submission later than the release of the following lab or assignment won't be assessed.

# Feedback

- From you:
  - Participate the lecture survey to let us know where we can improve
- From us:
  - Lab assessments 1-6, Assignment 1 and advanced challenges are marked by the system, so you get feedback on the correctness as soon as you submit a solution;
  - Lab assessment 7 and Assignment 2 use a GUI, so you cannot get instant feedback. Ask your lab assistant for informal early feedback on your lab solutions in lab activities; you can also ask your lab assistant for detailed feedback on your assignment solution after the due date.

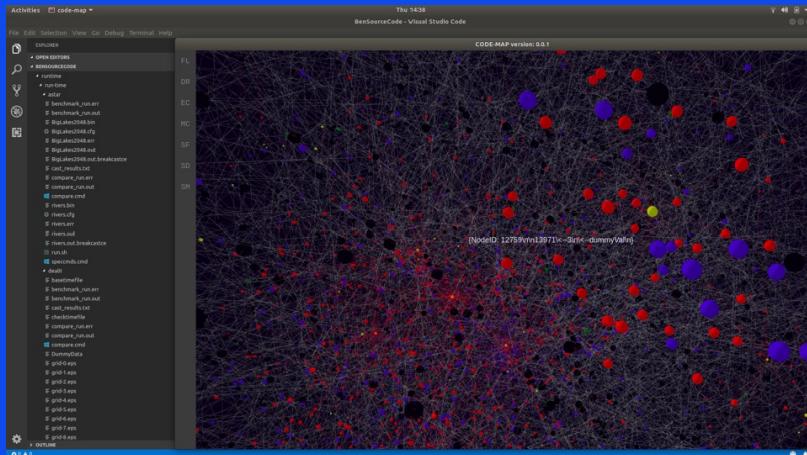
# Future Path

Teaches you how to build small-scale applications  
in Java using OO principles with patterns



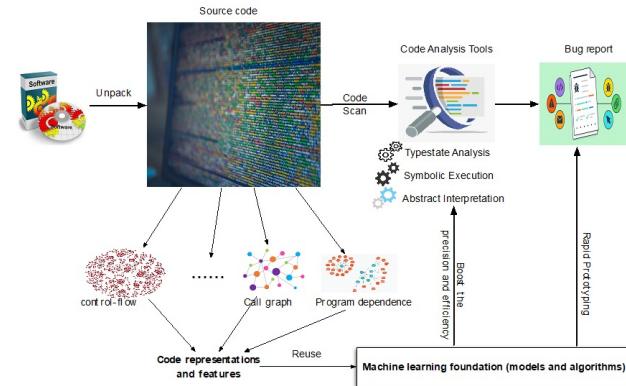
## Real world projects

Program dependence graph of source code of OpenCV project (a computer vision library)



## Software Security Analysis

Open-source tools: **SVF**, **WebSVF**, **PTABen**, **FSAM**

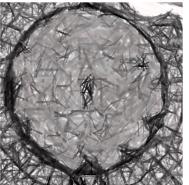


Used, cited and highly commented by **Cambridge University, Harvard, UIUC, UCSB, EPFL, NTU, Georgia Institute of Technology and University of Waterloo**



Predict water main bursts:  
helped more than 30 water  
utilities in the world

Broadband: predictive  
workforce and resource  
management for over 4  
million homes and  
businesses.

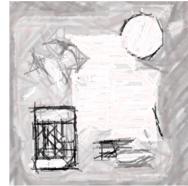
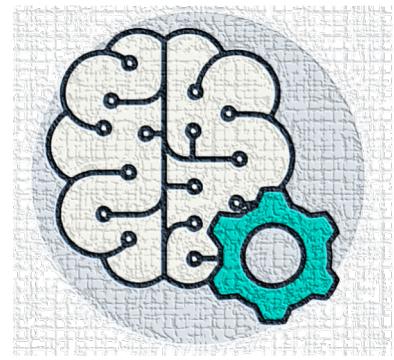


Sewer corrosion: Estimate  
the sewer corrosion rate  
across Sydney

Water demand prediction:  
quality, sustainability, and  
social growth



## Software Engineering Studio



Cash flow prediction:  
prediction accuracy >99%

Structure health monitoring:  
awarded "The Most  
Practical SHM Solutions for  
Civil / Mechanical Systems  
Award" at IWSHM



Sensors data analysis:  
Deployed everywhere, IoT  
to influent everyone's life

Inventory planning: enable  
Acer to optimise its stock  
management

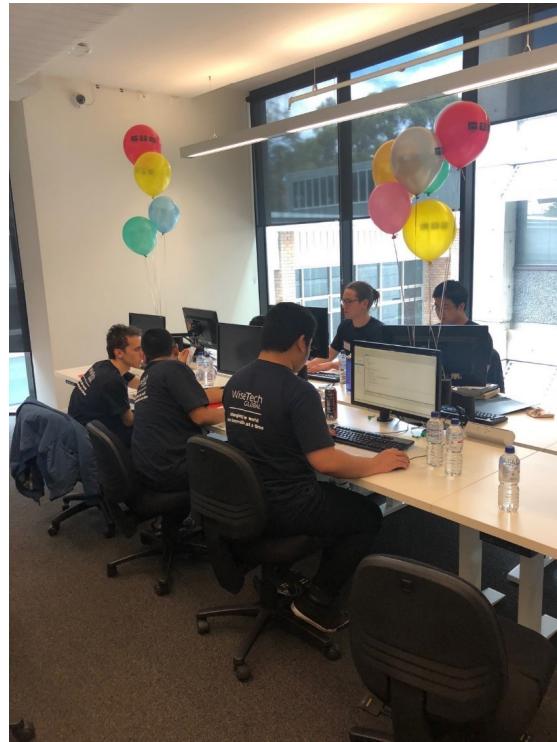


## Capstone Projects



icpc.foundation  
advancing the art and sport  
of competitive programming

**code jam**  
print "hello, world!"



Post your questions to <https://padlet.com/angelahuo/appsprog>

# External Resources

Lists (5)

Last Updated ▾

Library

NEW LIST

Lists associated with course: 48024\_U\_2022\_AUT (2022) ×

Showing 2 out of 5 lists.

48024 Applications Programming - Autumn 2022

PUBLISHED 48024\_U\_2022\_AUT (2022)

COVID-19 support for students

Reference Materials

Programming Fundamentals

Beyond Applications Programming

Java resources

Subject resources

Prerequisites: Get started

48024 Ap

The reading list

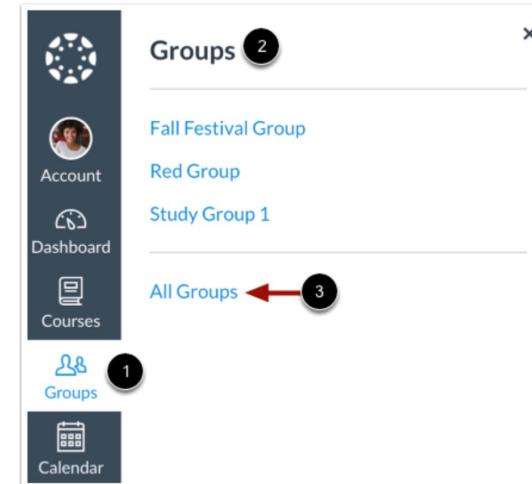
PUBLISHED 48024\_U\_2022\_AUT (2022)

HH

# What next?

- Get to know your tutor on Canvas
- Check your lab enrolment on Group Page
  - Do not enroll more than one lab session
  - If your lab group is different from the session number, contact the subject coordinator to change lab allocation.
- Make sure to switch on Canvas Notification

## Open Groups



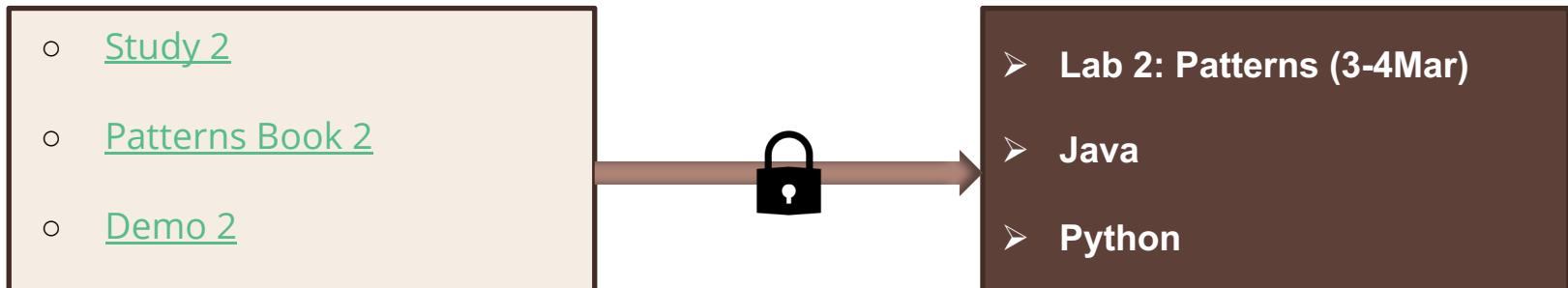
In Global Navigation, click the **Groups** link [1], then view your current groups [2]. To view all your groups, click the **All Groups** link [3].

## View Groups

# Learning activities for week 1:

Canvas:

- Get Started
- Week 0: Prior knowledge
- Week 1: Subject Overview
- Week 2: Pre-class activities



# Next Week

- Lecture 2: Study 2 + Lab arrangement
- Lab 2
- Advanced challenge 1

See you next week!