

Object-Oriented Programming in Java

Guillaume Muller

Télécom Saint-Étienne, Laboratoire Hubert-Curien *{pénom.nom}@univ-st-etienne.fr*

14 September 2020

- One plenary lesson (today!)
 - Labs organization
 - Evaluations
 - Outline
 - Java basics
- ≈ 10 labs
 - Introduce a (few) new concept(s) \Rightarrow practice them
- A final mini-project (Game)

Evaluations

- At the **beginning** of each Lab
 - You pass a MCQ @MOOTSE
- At the **end** of each Lab
 - You submit your work @GitLab/GitHub
- Final grade
 - MCQs = 40%
 - Labs = 60%

- 1 TD00 Intro + Getting Started
- 2 TD01 Files + Exceptions
- 3 TD02 POJOs + Strings + Wrappers
- 4 TD03 OOP: Encapsulation + Inheritance + Polymorphism
- 5 TD04 Collections
- 6 TD05 Java8: Lambdas, Streams
- 7 TD06 (Data Structures) Graphs
- 8 TD07 (Data Base) JDBC
- 9 TD08 (GUI) Swing
- 10 TD09 (Algorithms) ConvexHull
- 11 TD10–TD11 Mini-project [Multi-Threading, Introspection]