

Computing for mathematics: week 5

Basic Object Orientated Programming

Aims of this week

At the end of this lecture students will be:

- Familiar with concepts of Objects: classes, attributes, methods, inheritance.
- Understand advantage of using these concepts

Timeline

Lab sheet

- Classes
- Attributes
- Methods
- Inheritance
- Example of handling data
- Example making use of the random library (estimate pi)

Lecture

- 0 - 5 mins: Recap
- 5 - 15 mins: Advantages of OOP
- 15 - 35 mins: Solutions of Lab sheet
- 35 - 45 mins: Questions?
- 45 - 50 mins: Introduction to next week

After the lecture Students will be given access to lab sheets and pointed towards reading.

Assessment

This will be assessed in the class test.