Object-Oriented Programming

Course Introduction

Computer Science and Technology
United International College

Course Website

`https://ispace.uic.edu.hk/`

- Download lecture and lab slides.
- Check assignments information.
- Upload lab exercises and assignments.
- Post your comments or questions on the forum.
  - That way everybody can see the answer and everyone benefits!

Learning Style in lectures

- Listen, think, write → Ask → Express your opinion!
- Teacher reviews content of last week.
- Question time.
- Teacher teaches new concept and explain exercises.
- “Discussion Time”
- “Write and Show Time”

Learning style in lab time

- Teachers explain tasks.
- Try to code on your own first.
- Ask for help if needed.
- Think →Discuss → Design → Code → Debug…
- Don't be scared if you cannot code well in the beginning. Try more, try harder, you will get it eventually!

Homework = lab exercises

- You will have programming homework every week.
- Homework usually is the exercises in lab time.
- Do it on your own first before asking around. But if you are stuck, ask us!
- Submit on iSpace.
- Get prepared for heavy coding. Don't get upset when you have to work late. Working hard now will lead you to an easier life in the future.

Assignments/project/Quizzes

- Six assignments.
- One project.
- One quiz.

Late Submission= Zero

Tutorial Time

- Our TA will schedule tutorial time starting next week.
- Tutorials will be scheduled for one hour each week.
- The TA will help you with:
  - lab exercises;
  - extra exercise to help you learn better;
  - lecture materials that you didn't understand;
  - anything you are interested in programming.
- Make sure you do your homework before coming to the tutorial time.

Resources

- Lecture notes will have all the basic information.
- It'll be good if you can also read a Java programming book as reference.
- Learning to read documentation is very important!
- Be patient when you read documentation!
- References online: JDK 12 Documentation
  - **API Specification**
  - **Java tutorials**

Policies

- **Vibrate mobile phones and keep it in your bag.**
- Come to class **On Time** .
- **Do not talk** with each other during class.
- Raise your hand if you have a question.
- **Attendance**: you are required to attend all lectures and labs without exception.
- **Your responsibility**: class lectures, group discussion, homework, assignments, project, quiz, tests, and tutorials.
  - Make sure you submit everything **on time** and correctly!

Learning Objectives

- Understand **object-oriented programming.**
- Gain mastery of **Java programming.**
- Gain mastery in using **Java documentation.**
- Learn to work individually and in groups to **solve computational tasks.**

Assessment

- Lab exercises + tutorials: 15%
- Assignments: 20%
- Project: 25%
- Quiz: 10%
- Final examination: 30%

Note: you must receive a passing grade for both the final exam and the other assessments in order to pass this course.

Semester Project

- Individual project, no groups.
- At the end of the semester.
- Like an assignment but much bigger.
- Will cover most of the things you will learn this semester.

Makeup Exam Policy

- There will be no makeup exam or makeup quiz except in the case of a **serious** problem that is beyond your control.
- Over-sleeping, social engagements, work conflicts are **not** acceptable excuses for missing an exam.

Academic Honesty Policy

- Copying from others, or allowing others to copy from you, is considered academic plagiarism (or cheating).
- Anyone caught cheating on an assignment (programming exercise or quiz) will get a grade of 0 for that assignment.
- Anyone caught cheating in the final exam will be reported to the Student Disciplinary Committee.

Tips for Success!!

- **Be confident : programming is not difficult!**
- Start to program **right now!**
- **Study, practice, practice again, and finally… ask!**
- **Attend** all lectures and lab / tutorial sessions.
- Try your best!
- **Use the Java documentation**.

Tips for Success!!

- Complete your work **independently**.
- Read good codes from others.
- Practice, practice, and practice!
- **Work hard**, but also **have fun**.
  - Programming should be **enjoyable**!

Enjoy Java!

Now help me remember your name!