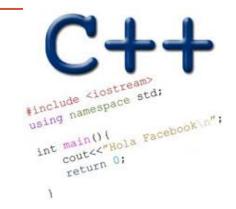


WELCOME TO CS 24!



Problem Solving with Computers-II

Instructor: Diba Mirza

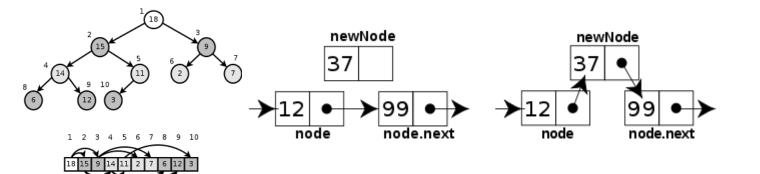


Read the syllabus. Know what's required. Know how to get help.

About this course

You will learn to:

- Design and implement larger programs that run fast
- Organize data in programs using data structures
- Analyze the complexity of your programs
- Understand what goes on under the hood of programs



```
INSERTION-SORT(A) cost times

1 for j = 2 to A.length c_1 n

2 key = A[j] c_2 n-1

3 // Insert A[j] into the sorted sequence A[1..j-1]. c_1 c_2 n-1

4 i = j-1 c_4 n-1

5 while i > 0 and A[i] > key c_5 \sum_{j=2}^{n} t_j

6 A[i+1] = A[i] c_6 \sum_{j=2}^{n} (t_j-1)

7 i = i-1 c_7 \sum_{j=2}^{n} (t_j-1)

8 A[i+1] = key c_8 n-1
```

Data Structures

C++

Complexity Analysis

Course Logistics

- Coure website: https://ucsb-cs24.github.io/s21/
- NO MAKEUPS ON QUIZZES and FINAL EXAM!
- Keep track of assignment due dates by reviewing the "weekly pattern" posted on Gauchospace
- No extensions on lab/programming assignments. Please plan to submit before the due date
- To complete the labs you need a college of engineering account. If you don't have one yet, send an email to help@engineering.ucsb.edu

About you...

What is your familiarity/confidence with Object Oriented Programming?

- A. Know nothing or almost nothing about it.
- B. Used it a little, beginner level.
- C. Some expertise, lots of gaps though.
- D. Lots of expertise, a few gaps.
- E. Know too much; I have no life.

About you...

What is your familiarity/confidence with C++?

- A. Know nothing or almost nothing about it.
- B. Used it a little, beginner level.
- C. Some expertise, lots of gaps though.
- D. Lots of expertise, a few gaps.
- E. Know too much; I have no life.

About you...

What is your familiarity/confidence with using version control – git or subversion?

- A. Know nothing or almost nothing about it.
- B. Used it a little, beginner level.
- C. Some expertise, lots of gaps though.
- D. Lots of expertise, a few gaps.
- E. Know too much; I have no life.

About lectures

- I will not be a talking textbook.
- I love interaction: Ask questions anytime over chat but wait for a few minutes to get them answered.
- I'll ask you questions too! Be ready to discuss and participate over chat or by turning on your audio
- Practice: Ask me a question or share something interesting that happened over Spring break:)

Today's Learning Goals

- Integrate git command line into programming workflow.
 - Creating and cloning repos.
 - Git commands: git <status, log, add, commit, push>
- Review basics of classes
 - Template of a class
 - Getters and setters
 - Different ways of creating/initializing objects and when to use each:
 - Default constructor
 - Parametrized constructor
 - Parameterized constructor with default values
 - Initialization lists
- Keep code organized: Writing a basic Makefile

Git Demo

From lab00

Visit our <u>Github Sign Up Tool: https://ucsb-cs-github-linker.herokuapp.com/</u>, login with your github.com account, click "Home", find this course (CS24-S21), and click the "join course button". That will automatically send you an invitation to join the course organization on github.

- Create a git repo in our class organization "ucsb-cs24-mirza-s21"
- Clone the repo on your local computer or one of the CSIL machines
- Learn about what a git repo looks like in your file system (on a linux/unix/MAC) environment.
- Learn git commands:
 - Git status
 - git add.
 - Gitcomiit
 - Git push

Concept: Classes describe objects

- Every object belongs to (is an instance of) a class
- An object may have fields, or variables
 - The class describes those fields
- An object may have methods
 - The class describes those methods
- A class is like a template, or cookie cutter

Concept: Classes are like Abstract Data Types

- An Abstract Data Type (ADT) bundles together:
 - some data, representing an object or "thing"
 - the operations on that data
- The operations defined by the ADT are the only operations permitted on its data
- ADT = classes + information hiding

```
class Dish{
public:
    void pourIn( double amount);
    void pourOut(double amount);
private:
    double capacity;
    double currentAmount;
};
```

Approximate Terminology

- instance = object
- field = instance variable
- method = function
- sending a message to an object = calling a function

Some advice on designing classes

- Always, always strive for a narrow interface
- Follow the principle of information hiding:
 - the caller should know as little as possible about how the method does its job
 - the method should know little or nothing about where or why it is being called
- Make as much as possible private
- Your class is responsible for it's own data; don't allow other classes to easily modify it!

What we have spoken about so far?

- Class = Data + Member Functions.
- Abstract Data Type = Class + information hiding
- How to activate member functions.
- But you still need to learn how to write the bodies of a class's methods.

Next time

C++ Memory Model, Pointers and References