Course



↑ CS-A1110

Course materials

Your points

Form a group

H Code Vault

2 Lab Queue C

Telegram chat

Lab sessions

Glossary

Scala reference

O1Library docs

FAQ

IntelliJ installation

Learning goals

Style guide

Debugger

Resources

For the reader

This course has already ended.

The latest instance of the course can be found at: 01: 2023

« Chapter 1.8: Functions, Types, and Errors

Course materials

Chapter 2.1: Object-Oriented Programming »

CS-A1110 / Week 2

Friday, 28 August 2020, 12:00 – Wednesday, 23 September 2020, 12:00

Late submissions are allowed until Thursday, 15 April 2021, 12:00. However, points are only worth 0%.

Chapter 2.1: Object-Oriented Programming 25 / 25

Chapter 2.2: Inside an Object 50 / 50

Chapter 2.3: Classes of Objects 55 / 55

Chapter 2.4: Inside a Class 65 / 65

Chapter 2.5: Pictures and Positions **50 / 50**

Chapter 2.6: Many Ways to Use a Variable 55 / 55

Chapter 2.7: A Complete Scala Application 75 / 75