

Department of Computer Science and Information Engineering

Object-Oriented Programming Labs

Lecture 00: Course Information

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Hong-Yue Technology Research Building 1222 & 1223 F 09:10 - 12:00

Course Information

- Object Oriented Programming Lab
- Course Time and Place
 - Lecture (3 Hours)
 - Friday 09:10 12:00
 - Hong-Yue Technology Research Building 1222 & 1223
 - No Midterm & Final
- Course Website
 - iStudy System for announcement & emails
 - https://css-gitlab.csie.ntut.edu.tw/10900000/oopl2020s

Course Instructor & Teaching Assistant

- Course Instructor
 - Prof. Shuo-Han Chen (陳碩漢)
 - Office: 宏裕科技大樓 1532
 - Office Hours: Monday 11:00 15:00
 - Email: shchen@csie.ntut.edu.tw
- Teaching Assistant
 - 蘇新允
 - Office: 宏裕科技大樓 438
 - Office Hours: Wednesday 13:00 16:00
 - Email: t109598088@ntut.edu.tw











Requirements & Course Information

- You should
 - Already take the Object Orient Programming course
 - Addend & Interact
 - Comfortable with C++
- Content of this semester
 - 本學期將分組(每組以兩人為限),製作一個遊戲程式
 - 三選一 Windows/Android/HTML5 遊戲程式設計與製作
- Goal of this course
 - Get you familiar with a big project
 - Put the concept of OOP into real use
 - Writing codes as a team

Course Assessment

• 學期成績

- 平時成績 -> 20%
- 實習進度展示 -> 20%
- 實習報告 -> 30%
- 實習成果 -> 30%

説明

- 1. 實習成果之成績未達標準(C+或67 69以下)者,不論其他成績為何,其學期成績均調整為不 及格。
- 2. 未完成實習報告所規定之事項者,學期總成績依該規定扣分。
- 同組兩人貢獻程度不同者,學期成績依貢獻比例適度調整。

限制

- 除非預先通知授課老師請假,則缺席、遲到1節課,學期總成績扣1分。(直接上學校系統)
- You have full control of your grade & Do come to me at the end of semester for asking for grades

Course Assessment

• 課程進行

- 學期中老師(或助教)每隔週(或隔兩週)會考察一次進度,考察的目的是了解遊戲程式的進度, 並協助解決程式設計的問題。
- 2. 平時成績以每次考察時進度之控制為計分標準,進度愈快者成績愈佳。
- 3. 第三週未完成練習者,每樣練習扣平時成績 10 分。
- 4. 期末實習報告應指出組員的分工情形以及組員對實習貢獻百分比,以供調整評分之參考。
- 5. 為量化各組每週投入實習的時間與程式的數量,每次上課時,<u>各組均須上網填寫前一週用於</u> 製作遊戲程式的時間與工作內容,並上傳程式。

Suggestion

- 1. Spend as many as hours on this course
- 2. Keep in touch with your teammate
- 3. Plan ahead and work together

Course Schedule

W	Date	Lecture	Notes
1	Feb. 26	練習 Game framework、討論分組與題目	
2	Mar. 5	請上網登錄分組情形 &實習題目	
3	Mar. 12	完成 Game framework 及 Git 練習	
4	Mar. 19		
5	Mar. 26		
6	Apr. 2	清明連價	No Class
7	Apr. 9	實習進度展示(1) 觀摩實習進度(各組 Demo)	
8	Apr. 16		
9	Apr. 23	學校期中考週	
10	Apr. 30	發布期中預警	
11	May 7		
12	May 14	實習進度展示(2) 觀摩實習進度(各組 Demo)	
13	May 21		
14	May 28		
15	Jun. 4		
16	Jun. 11		
17	Jun. 18	實習成果展示、繳交實習報告-> 各組 Demo,作品上傳供評分、書面報告	
18	Jun. 25	學校期末考週	No Class

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- You can change password after login
- We will record your attendance with your GPS info, please turn on location service for Zuvio App, GPS & Wifi





Apple





Q&A

Thank you for your attention.