CMPS 251 Object Oriented Programming (OOP)

Syllabus and Course Admin



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About the Instructor

- Dr. Abdelkarim Erradi
 - Office: 132 Female Engineering Building
 - Phone: 4403 4254

Office hours:

- Sunday 8:10am to 9:10am at my office C07-132
- You can talk to me after the class if you have quick issues/questions
- Best way to contact me is by Email

erradi@qu.edu.qa

Course outcomes

- Understand and apply OOP Concepts: Abstraction, Encapsulation, Inherence and Polymorphism.
- Hands-on Experience with OOP in developing a solution of a computing problem
- Design and implement simple Graphical User Interfaces

Your Grade is Based on:

Lab Assignments	20%	[4 out of 5]*
Lab Project	20%	[Delivered in 2 phases of 10% each]
Quizzes	15%	[4 out of 5 quizzes]*
Midterm Exam	20%	[Theory 20%] Week 7
Final exam	25%	[Theory 15% and Practical during the last lab 10%]

^{*}No assignment or quiz make-up will be given

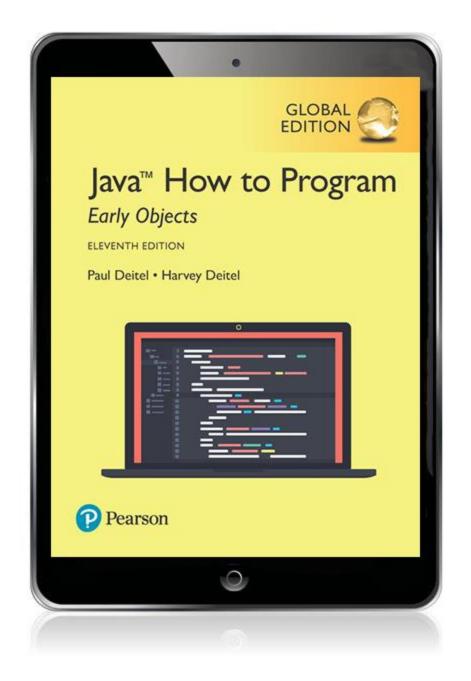
Topics

Topics	Chapter	Weeks
Introduction to Java	2, 4, 5	1
Object-oriented Programming Concepts	3, 6	2
Composition	8	1
Arrays, Lists, Lambdas and Streams	7, 17	2
Review and Midterm (during Week 7)		1
Inheritance	9	1
Polymorphism	10	1
Graphical User Interface (GUI)	12, 13	2
Managing data using files	15	1
Exception handling	11	0.5
String manipulation	14	0.5

The Textbook

 Java How to Program, by Deitel & Deitel, 11th Ed., Pearson

(Electronic copy)



How to succeed in this course....

- Do your weekly textbook assigned readings
- Read the slides before you come to the class
- Exercise a lot study as many examples as possible
 - Understand and enhance the examples I provide as well as the ones in the textbook and the ones in the provided resources
- Attend and participate in class and do not miss the Labs
 - Many of the exam questions are from the class explanation
- Do all the assignments and projects <u>yourself</u>. Actively contribute to your project.
- Start your assignments early!!!
- Seek help when needed and ask questions (and do it EARLY): During lectures, Labs & Come to office hours







"Gentlemen, I suggest we learn to swim."

We learn swimming by <u>swimming</u> and we learn design and programming by <u>programming!</u>



Software we will use

 Eclipse Visual Paradigm for VML modeling bes 5 Dimprom



GitHub will be used to deliver the course content

https://github.com/cmps251f19/cmps251-content
Check regularly! for Lecture slides and Demos

Discussion Forum (Q & A)

https://piazza.com/qu.edu.qa/fall2019/cmps251/

Plagiarism / Cheating

- "Getting an unfair academic advantage"
 - Using other people's work as your own
 - Not doing your assignments yourself
- All the code you submit has to be your own
 - Only exception: Code I have provided or explicitly authorized
 - NO code you have found on the web. NO sharing with others.
- Do your homework and project yourself
 - Do NOT copy from each other or from the Internet I will know it!
 - You can be picked-up randomly to explain your implementation
 - Cheating will be treated very seriously
- Penalties START with a zero on the assignment, failing the course! and other disciplinary actions as per QU policy

No 'Free Riding' allowed

- 'free riders' (who do not contribute much) => not acceptable and not fair for hardworking students
 - You must actively contribute to your project and do your ultimate best to deliver the best possible results
 - Otherwise you will be asked to do the project alone



Email Rules

 Avoid emails and instead use the Course Forum to post your questions:

https://piazza.com/qu.edu.qa/fall2019/cmps251/

- When emailing me you must add CMPS251 to the beginning of the email title
- e.g., CMPS251- Request for a meeting
- For guidance on technical issues Post to Piazza or come to office hours NOT by email

What to do next

- Read Chapters 2, 4 & 5 of the textbook
- Install the required software (see the email I have sent you)
- Register for Piazza (see Piazza email)
- Prepare any questions you might have



I wish you a fruitful and enjoyable journey!