M.R.C. van Dongen

Software Development

cs2500: Syllabus

M.R.C. van Dongen

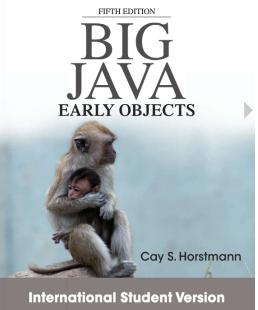
September 23, 2013

Main Topics

Basic Java: OO programming in Java.

Software development: Good OO software development.

Design: Design patterns and principles.



- The course is based on the following book:
 - **Required**: Big Java, Early Objects, by Cay S. Horstmann, Wiley, ISBN: 978-1-118-31877-5.
- We will use some material from the following book:
 - **Optional:** Head First Design Patterns, by Eric and Elisabeth Freeman, O'Reilly, ISBN: 978-0-596-00920-5.
- The following are great books:
 - **Recommended**: Effective Java, by Joshua Bloch, Addison-Wesley,
 - ISBN: 978-0-321-35668-0.
 - Recommended: Java Generics, by Maurice Naftalin and Philip
 - Wadler, O'Reilly, ISBN: 978-0-596-52775-4.

☐ There will be three weekly lectures:

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Monday: 2 p.m.-3 p.m. in wgB go3 (P1)/ wgB 15 (P2);
Wednesday: 2 p.m.-3 p.m. in wgB go1 (P1) / wgB 08 (P2); and
Friday: 11 a.m.-12 m. in wgB go1.
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■ There will be weekly labs:

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Monday: 4pm-6pm in WGB G24. Tuesday: 4pm-6pm in WGB G24.
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Assessment

Total marks: 300;

Written exam: 1×3 hour exam: 225 marks;

Continuous assessment: 75 marks:

- 10 programming assignments (3 marks each);
- End-of-Term Test in December (20 marks);
- Mid-Term Test in February (10 marks);
- End-of-Year Test in March (15 marks).

Officially

- □ Officially, students are allowed to repeat the Xmas test.
 - This is a lot of work;
 - If they fail, they lose the marks they had.
- Proposal:
 - Continuous assessment does not carry forward;
 - Repeat students pass if they pass the written exam in the Autumn.
 - □ For this to work, I need a signature of all student in the class.

- Using Moodle.
- The official deadline is on the assignment sheet.
- □ There usually is a *grace* period, with a grace deadline.
 - Avoids problems for people who were "just" too late.
- When you too late for the official deadline,
 - You may still submit in the grace period.

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 - You're too late.
 - No submission allowed.

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 - You may still submit in the grace period.
- When you too late for the grace deadline,
 - You're too late.
 - No submission allowed.
 - Sorry about that.

Assignments

- □ You get a grade for each submitted assignment.
- You get feedback about what is good and bad.
- You get marks only if your submission compiles and is a reasonable attempt.

Learning Outcomes: Java

- □ Classes and objects;
- □ Variables, types, and declarations; Arrays; Loops and branching;
- Attributes and methods: state and behaviour;
- Object creation and garbage collection;
- Wrapper classes and autoboxing;
- Encapsulation and visibility modifiers;
- Math and Java libraries;
- □ Inheritance; polymorphism; Overriding versus overloading;
- Is-a versus has-a versus owns-a:
 - Extends versus aggregates versus composes;
- Constructor chaining;
- Delegation, aggregation, and composition;
- Abstraction; Abstract classes and interfaces; Static methods;
- Enumerated types (in-depth);
- Risky behaviour: exceptions; files and I/O;
- Threads;
- ☐ Graphical User Interfaces (GUIs) and GUI component classes;
- Swing library; Action events and event listeners; Inner classes;
- Generics & collections; Common collection types (sets/lists/maps/...).

Learning Outcomes: Software Development

- JavaDoc and guidelines for program layout and presentation;
- JUnit testing;
- Releasing your code;
- Version control.

Learning Outcomes: Design Principles

- A design principle is a basic tool or technique that can be applied to designing or writing code to make that code more maintainable, flexible, or extensible.
- ☐ You will learn useful design principles and how to use them.

Learning Outcomes: Design Patterns

Strategy: Defines a family of algorithms, encapsulates each one,

and makes them interchangeable.

Observer: Defines a one-to-many dependency between a subject and

subscribers, so that if the subject changes, all its

subscribers are notified automatically.

(Observer-Listener in Swing.)

Factory: Separates object creation from the class that defines the

object (avoids new) and hides the details of object creation

behind a well-defined interface.

Singleton: Ensures that a class has (at most) one instance, and

provides a global point of access to the instance.

Iterator: Provides a sequential access to the members of an

aggregate object without exposing the object's underlying

representation.

First Lectures

- We will cover the book from cover to cover.
 - No handouts for these lectures.
- We also study some things that are not in the book.
 - I shall provide handouts for these lectures.

Contract

- I want you to think about your implementation.
- You need to show me you know what you are doinging.
- Aim at clean programs.
 - Some programming styles discourage clean programming.
 - Multiple exit points: break;
 - "Overloading" for/while statements;
 - ...
 - Avoid these or you will lose marks.

Contact Details

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Almost Finally

- □ I'm teaching this module for the third time;
- I know it's not difficult:
 - Provided you attend the lectures and *study*.
- If you find programming difficult or if you're repeating:
 - Make an appointment with me.

Acknowledgements

M.R.C. van Dongen

The picture in the presentation and some of the text in the literature section are from a screen shot from the publisher's website, O'Reilly, and Wikipedia.

Bibliography

- Bloch, Joshua [2008]. Effective Java. Addison—Wesley. ISBN: 978-0-321-35668-0.
- Freeman, Eric, and Elisabeth Freeman [2005]. Head First Design Patterns. O'Reilly. ISBN: 978-0-596-00920-5.
- Horstfmann, Cay S. Big Java, Early Objects. International Student Version. Wiley. ISBN: 978-1-118-31877-5.
- McLaughlin, Brett D., Gary Pollice, and David West [2007]. Head First Object-Oriented Analysis & Design. O'Reilly. ISBN: 978-0-596-00867-3.
- Naftalin, Maurice, and Philip Wadler [2009]. Java Generics. O'Reilly. ISBN: 978-0-596-52775-4.
- Sierra, Kathy, and Bert Bates [2004]. *Head First Java*. O'Reilly. ISBN: 978-0-596-00712-6.

About this Document

- ☐ This document was created with pdflatex.
- The Last document class is beamer.