

Software Development

cs2500: Syllabus

M.R.C. van Dongen

September 23, 2013

Basic Java: OO programming in Java.

Software development: Good OO software development.

Design: Design patterns and principles.

FIFTH EDITION

BIG JAVA

EARLY OBJECTS



Cay S. Horstmann

International Student Version

- 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.

Teaching Methods

- There will be three weekly lectures:

Monday: 2 p.m.–3 p.m. in WGB G03 (P1)/ WGB 15 (P2);

Wednesday: 2 p.m.–3 p.m. in WGB G01 (P1) / WGB 08 (P2); and

Friday: 11 a.m.–12 m. in WGB G01.

- There will be weekly labs:

Monday: 4pm–6pm in WGB G24.

Tuesday: 4pm–6pm in WGB G24.

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, 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 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.

- 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.

- 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.

- I want you to think about your implementation.
- You need to show me you know what you are doing.
- 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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- 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

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.
-  Horstmann, 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 \LaTeX document class is `beamer`.