Object-Oriented Programming

Module Introduction

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Course Website

The course website is
`https://csmoodle.ucd.ie/moodle/`

- To log in you should use your UCD connect login details

- If you can't log in go to `http://selfpass.ucd.ie/`

Once logged in, navigate to the course COMP2005J - Object Oriented Programming and enrol using the enrolment key "oop2018"

How This Module is Assessed

- The grades for the assessment if the module are split as follows:
  - Practical Programming Exam (3 hour) 30%
  - Theory Exam (1 hour) 40%
  - Continuous Assessment 30%
- Continuous assessment is split between
  - Randomly timed in class tests 10%
  - Weekly programming work 10%
  - A group assignment 10%

Repeating this Module

- To pass this module, your **average** grade for all assessment must be above 40%

- If you fail, you will be required to repeat both the theory exam and the programming exam

Course Textbook

A textbook has been written specifically, for this course and is available on moodle. This textbook contains a more detailed explanation of the materials that we will cover in the lectures.

About the course notes

All material that you will be examined on will be summarised in the lecture notes, and explained more clearly in the textbook. To do well in the exam, you should study the related sections of the book to make sure you understand a topic completely.

Printed Textbook

- It is a good idea to get a copy of the textbook printed (or buy another textbook)
- You are allowed use printed materials for reference during your **practical programming exam**
- You are not allowed use electronic notes
- Additionally it is good for revision and taking notes in class

Plagiarism

The purpose of the work that I will set you in this course is to help you learn. Every question is designed to help you understand each topic better. If you do not complete this work, you will not gain the experience that you require to do well or possibly even pass the course.

- Plagiarism is copying another students work and submitting it as your own
- This is a very serious offence
- Any student caught plagiarising will be reported to the plagiarism committee

Examples of Plagiarism

- Copying the completed files of another student and submitting them as your own
- Sharing images of your code with another student (by e-mail or wechat or any other way)
- A group of students working on a single solution and then all submitting the same work
- Students collaborating at too detailed a level
  - For example, consulting each other after each line of code and sharing the results

Why do I care?

- Students often wonder why I care about plagiarism, the answer is very simple:
- If you are not able to complete the work your self, you will not pass the exams
- If you do not pass the exam, you will have to repeat
  - This means that I have to do much more grading work!!!
- If you do not pass the repeat, you fall behind your class and I have to teach more students next year
- I do not want to punish you or make your life hard, I just want you to understand the course

Assignments and Worksheets

I will set some work for you to complete most weeks.
Some rules will apply

- Any work that you submit should be your own work
- Work must be submitted by the deadline, there are no excuses for lateness
- If you have not fully completed the work, you should submit whatever you have done (Partial credit is better than 0)

Contacting me

If you need to contact me about this course, use e-mail.
In your e-mail you should include:

- Your name (English or Pinyin)
- Your **UCD** student number
- Which module you are asking about

It is a good idea to e-mail me from your student e-mail address (this will not be blocked by spam filters)

Topic

This is the list of topics that we are going to study this semester

- Basic Java programming
- Objects and Classes
- Methods (similar to functions)
- Java Application Programmer Interface (API)
- Implementing Classes
- Inheritance
- Polymorphism
- Input and Output

Topic

This is the list of topics that we are going to study this semester

- Basic Graphical Interfaces
- Testing
- Error Recovery
- Concurrent Programming
- Generic Programming
- Collections