COMPS202F
Java Programming Fundamentals

Kelvin Lee

Self Introduction

- Call me Kelvin
- Chinese U (Bachelor, Diploma in Education) HKUST (Master, PhD)
- with OUHK since1994
- Programmer, secondary school teacher

Textbook and Teaching Sessions

- Textbook:
  - Java Programming: from the Beginning, by KN King, WW Norton
  - Reference : Java, How to Program (7th Ed, International Edition), by Deitel & Deitel, Pearson
  - Reference : COMPS201 soft copy (10 Units)
- Lecture: 2 hours / week
- Lab/Tutorial (Mr. Raymond Wong): 2 hours / week

Main Topics

- Introduction to computer
- Simple Java programs
- Classes and objects
- Basic control structures
- Collections: Set and List*
- Simple Array

* Not in King

Assessment

- Continuous Assessment, CA (30%)
  - 3 quizzes (each 20%, total 60%), probably done online
  - 1 Assignment (20%)
  - Lab exercises (20%, probably 3 exercises)
- 2-hour written examination (70%)
- Pass -- 40% in the 3 scores : **CA**, exam, and overall

Learning

What we taught is not yours, but ...

Learning

What you learnt is yours!

Like to Help

Contact

- Phone: 2768-6815
- Email (kwlee@ouhk.edu.hk)
- Rm A0934, Homantin campus

Human Memory

- Results from psychological experiments
- Short-term memory: 7 ± 2 items (chunks)
  - Easily lost if not processed
  - Digits game: …
- Long-term memory
  - Last much longer
  - Size large
  - Usually store after some processing: rehearsal

Memory Organization

- Like the Web
  - Usually one way pointers (cues) E.g., someone's words reminds you something you forgot to do
  - Letter game (z --> a): …
- Help storing/recalling
  - Motivation (e.g., like it very much, interesting)
  - Better organization/classification
    - Add links from existing memory items
  - Processing