

OBJECT-ORIENTED PROGRAMMING

0. INTRODUCTION TO COURSE

Nguyen Thi Thu Trang
trangntt@soict.hust.edu.vn



Course objectives

- Common knowledge of object-oriented programming languages using Java, a pure OOP language
- Basic and elementary concepts and notations of object-oriented theory using Unified Modeling Language (UML).

Programming language/tools

- Modeling language: UML
- Software design tool: Astah
 - Free for students
- Programming language: Java
- IDE: Eclipse
- Version control: Github



Assessment

- Mid-term score: 40%
 - Hands-on labs and Mini-Project (60:40)
 - Submission Channel: <https://github.com>
 - Add to your project member:
trangntt.for.student
(trangntt.for.student@gmail.com)
- Final score: 60%
 - Final exam

Reference books

- ***Object-Oriented Programming and Java***. Danny Poo, Derek Kiong and Swarnalatha Ashok. Springer. 2008.
- ***Effective Java***. Joshua Bloch. Addison-Wesley, 2008
- ***UML 2 Toolkit***. Hans-Erik Eriksson and Magnus Penker. Wiley Publishing Inc. URL:
http://www.ges.dc.ufscar.br/posgraduacao/UML_2_Toolkit.pdf.

Course Materials

- Lecture notes for students (pdf): Slides in 4-page handouts
- Assignments, Mini-Project descriptions
- Interaction channels:
 - Microsoft Teams: OOP.DSAI.20212
 - Facebook group:
 - <https://www.facebook.com/groups/oop.dsai.20212>

Naming convention for the repository

- Weekly assignment (individual):
 - OOP.DSAI.20212.StudentID.StudentName
or
- Mini-Project
 - OOP.DSAI.20212.GroupNo

➔ Monitor?

Introduce yourselves

- Full name
- Experience in Computer Science
 - Operating System
 - Programming Languages
 - (Mini-)Projects
 - ...
- Strength / Weakness
- A course you like best / hate
- Desire to study in this course



About Me