

CS 11114

Introduction to Software Design

Michael Irwin

Events/Reminders

Homework #1 due Friday @ 11:59pm

First Labs this week!



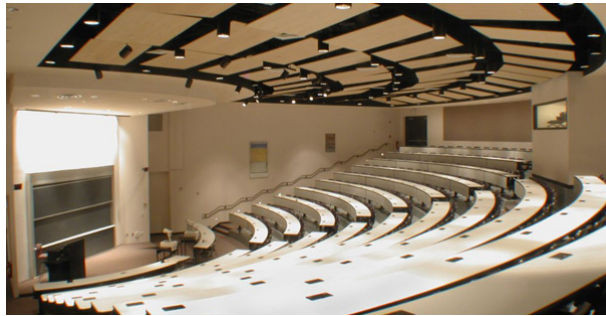
Force Add Procedure

- <https://www.cs.vt.edu/S17Force-Adds>
- Go to our lecture - Irwin MW (1:25)
- Password: 1114msi!
- Open during only first and second lectures

About the Instructor



About You!



Course Policies/Procedures

- Using Canvas
 - Make use of the forums!
 - Forums are using Piazza, but are embedded in Canvas
 - TAs and instructors will visit them frequently
 - Do NOT post code samples to the forums
 - Don't email me directly with questions about assignments/homework
- Office Hours
 - Me - Tue/Thur 11:30-1:30 in McB 122C
 - GTAs/TAs - posted on Canvas

Course Policies/Procedures

- Labs

- There will be about 13 sessions
- Attend ONLY YOUR ASSIGNED lab session
- Assignment opens at beginning of the week
- All lab assignments close at 5:00pm on Friday

- Late Policy

- Programming assignments - accepted up to 3 days late w/ 10% penalty each day
- Homework and Labs - no late submissions accepted

- Grading

- 5-6 programming assignments; 2 Tests; Final Exam
- Lowest homework and lab grades will be dropped automatically

Other Course Stuff

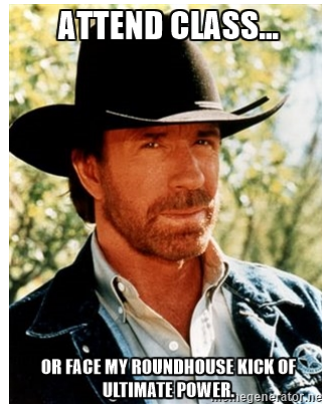
- Textbooks
 - Objects First with Java: A Practical Introduction using BlueJ, 6th edition
 - Will have some required readings for HW assignments
 - 5th edition has worked for students in the past
 - NOT required to purchase a copy with the access code
 - Objects First (ebooklet) - available on Canvas (free)
- Software
 - Sofia Greenfoot (download on Canvas)
 - Java JDK

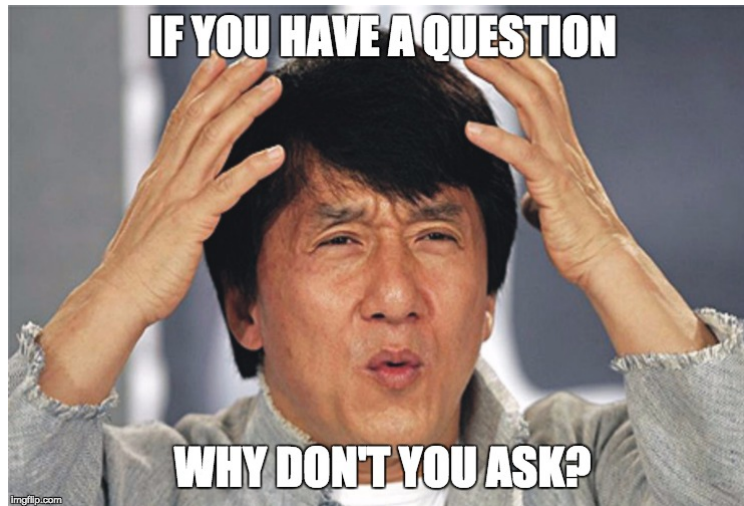
VT Honor Code

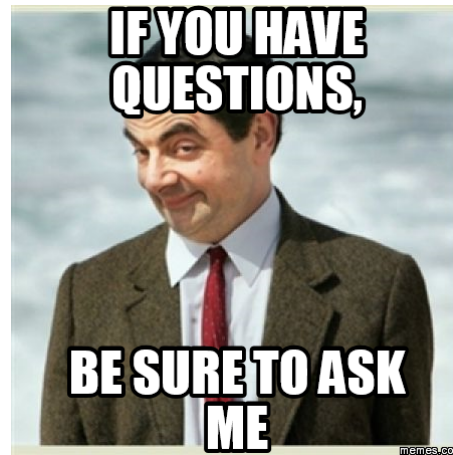
- Homework and programming assignments are individual assignments
 - No discussing solutions
 - No sharing code, even "just to look at it"
- No "fixing" output to match expected results
- No attempts to break Web-CAT
- During lab sessions, you can help anyone else ONLY with their lab

How to succeed in this class...

(through the use of memes)









What is hardware? software?

Why do you think software design is important?

We'll be learning about...

- Object-oriented coding
 - Using Java classes, interfaces, and inheritance
- Proper formatting and documentation
 - (Yes... will probably drive you crazy by the end of the semester)
- Data structures
 - Lists, maps, arrays
- Writing unit tests to validate and test code
- Debugging problems

Introducing the LightBot

[Textbook link](#)

Questions??