




# Computer Programming Course Overview

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# Outline

- Greeting
- Prologue
- Lecture Goal
- Overview
- Q&A

# Prologue

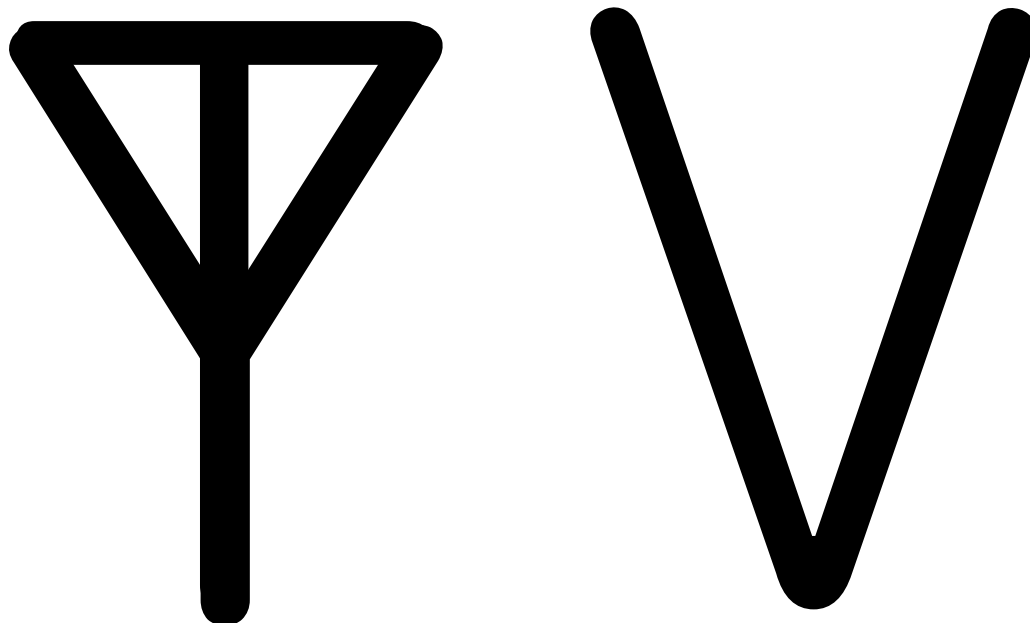


- Excellent Choice

- Computer Science & Engineering

- High Demand
    - Interesting
    - Sense of Mission

# Prologue Cont'd



# Lecture Goals

- C++ & Java Programming
- Understanding the Object-Oriented programming principles
- Acquiring good programming styles
- Learning C++ & Java Object-Oriented programming methodologies
- Considering the basic interaction in execution between the programs and the underlying computer systems
- Solving complicated problems by making C++ & Java programs



# Lecture Plan

- Overview
- Object-Oriented Programming Principles
- Good Programming Style
- C++ Basics, Data Types & Pointers
- C++ Name Spaces & Operator Overloading
- C++ Class Derivation and Inheritance
- C++ Templates & Standard Library
- C++ Runtime Type Identification
- C++ Exception Handling



# Lecture Plan Cont'd

- Java Classes, Objects & Packages
- Java Methods, Operators & I/O
- Java Access Control
- Java Inheritance & Polymorphism
- Java Interfaces & Exception Handling
- Java String, Array & Containers
- Java Toolkits
- C++ vs Java
- Design Patterns



# Course Web Page URL

<http://dcslab.snu.ac.kr/courses/cp2020s/>