OBJECT-ORIENTED PROGRAMMING

0. INTRODUCTION TO COURSE

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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).

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Programming language/tools

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

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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

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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.

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Course Materials

- Lecture notes for students (pdf): Slides in 4-page handouts
- Assignments, Mini-Project descriptions
- Interaction channels:
  - Microsoft Teams: OOP.DSAI.20202
  - Facebook group:
    - https://www.facebook.com/groups/oop.dsai.20202

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Naming convention for the repository

- Weekly assignment (individual):
  - OOP.DSAI.20202.StudentID.StudentName or
- Mini-Project
  - OOP.DSAI.20202.GroupNo

➔ Monitor?

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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

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