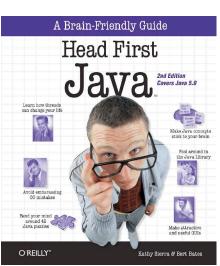
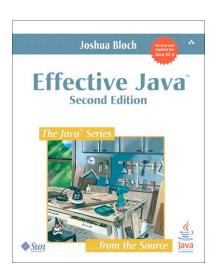
What's next?

java@peterbloem.nl

class HelloWorldApp {
 public static void main(String[] args) {
 System.out.println("Hello World!");
 }
}









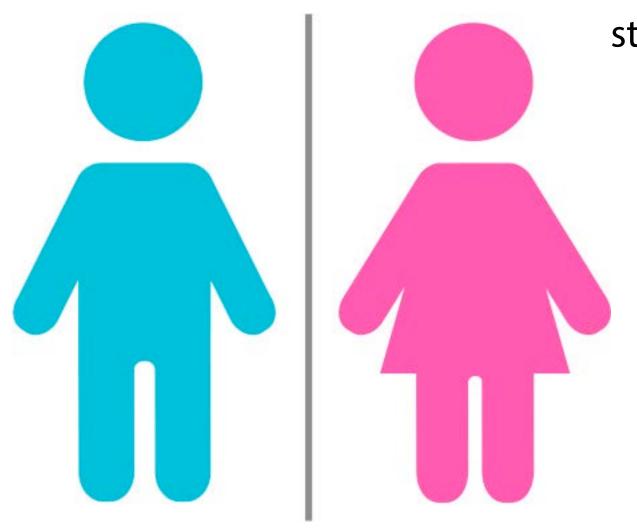
I you don't feel stupid yet

- Discrete wiskunde (volgend blok)
- 2. Lineaire Algebra (tweede semester)
- 3. Formele Talen (tweede semester)
- 4. Numerical Recipes (tweede jaar)
- 5. Statistiek (tweede jaar)
- 6. Master
- 7. PhD

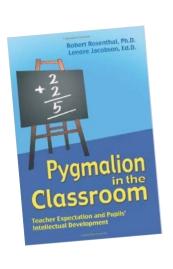


Dweck, Blackwell 2007:

http://www.npr.org/templates/story/story.php?storyId=7406521

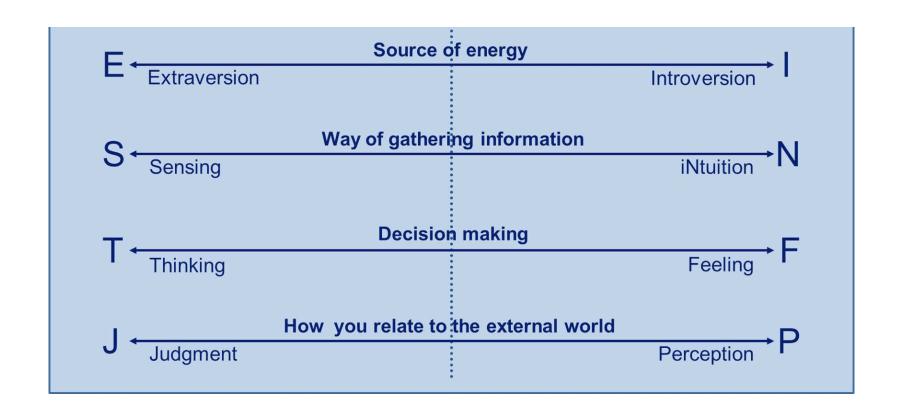


pygmalion/golem effect stereotype threat



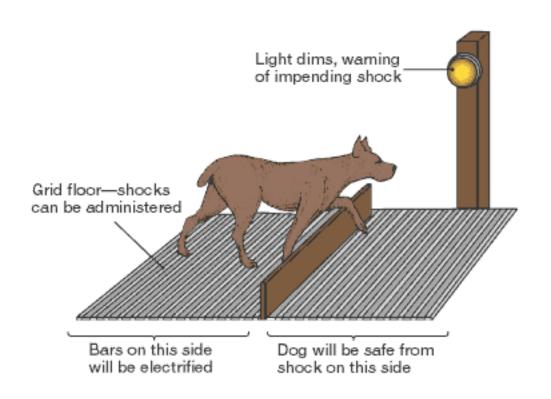


Myers-Briggs



Evans, Simkin, 1989

Learned Helplessness



Seligman, Maier, 1967

goed nieuws:

Je kunt je achterstand inhalen

slecht nieuws:

Je moet je achterstand inhalen

Bepaal je eigen ritme

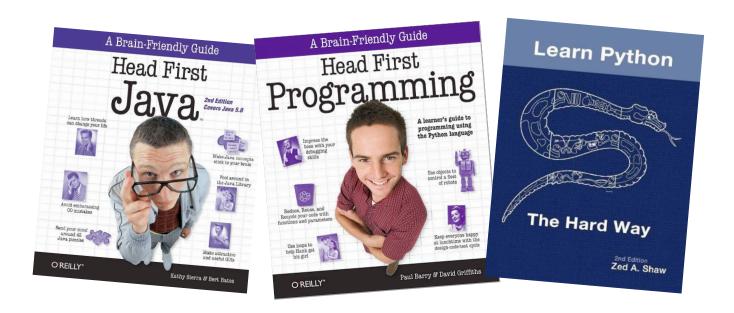
https://go-left.com/blog/programming/

100-little-programming-exercises/

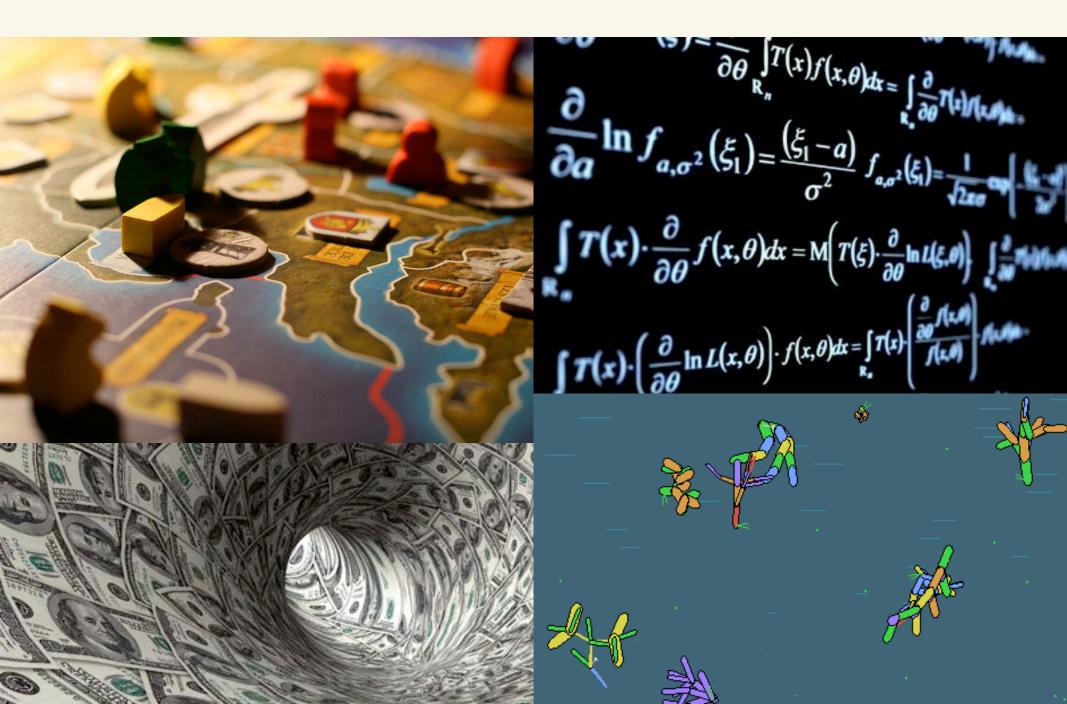
https://projecteuler.net/

http://learnpythonthehardway.org/

http://codegolf.stackexchange.com/



Wat is je motivatie?



Programmeren

probleem

pseudocode

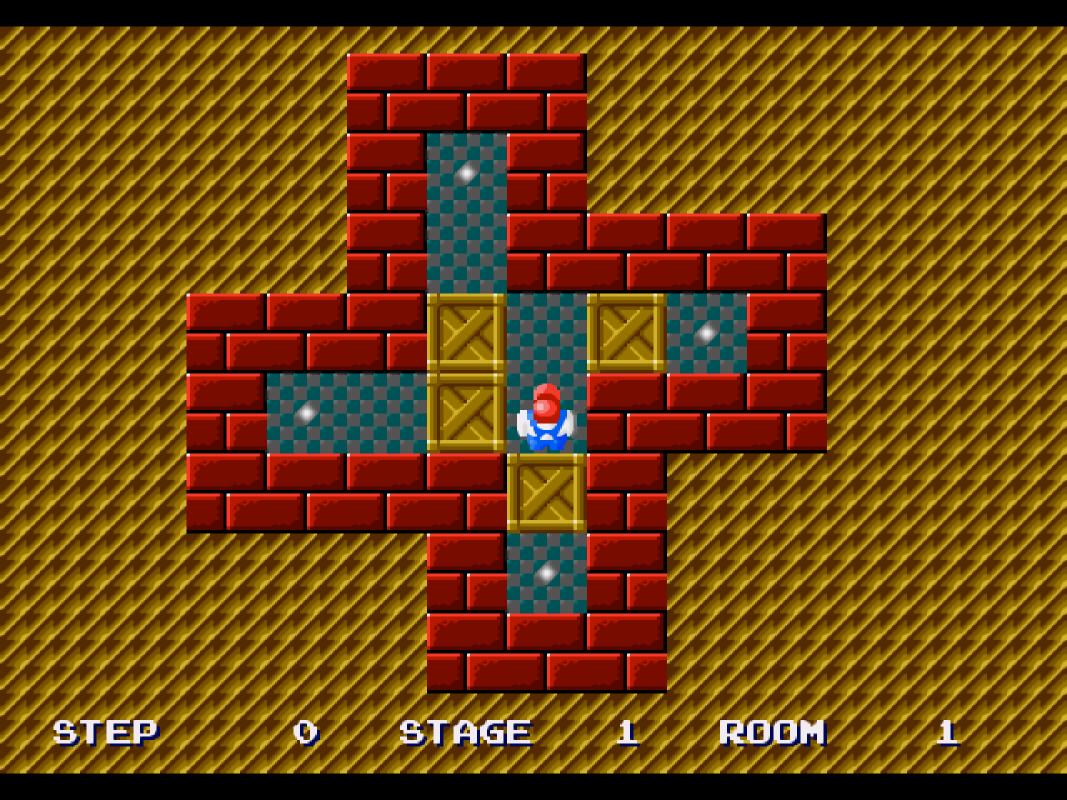
Java

String omdraaien

```
functie(str)
  nw = nieuwe string

for(i = 0 to l(str))
  i' = l(str) - i
  nw[i'] = str[i]
```

```
String rev(String s)
  int n = s.length();
  StringBuilder sb =
   new StringBuilder();
  for(
   int i = n-1;
   i >= 0;
   i--)
       sb.append(
           s.charAt());
```



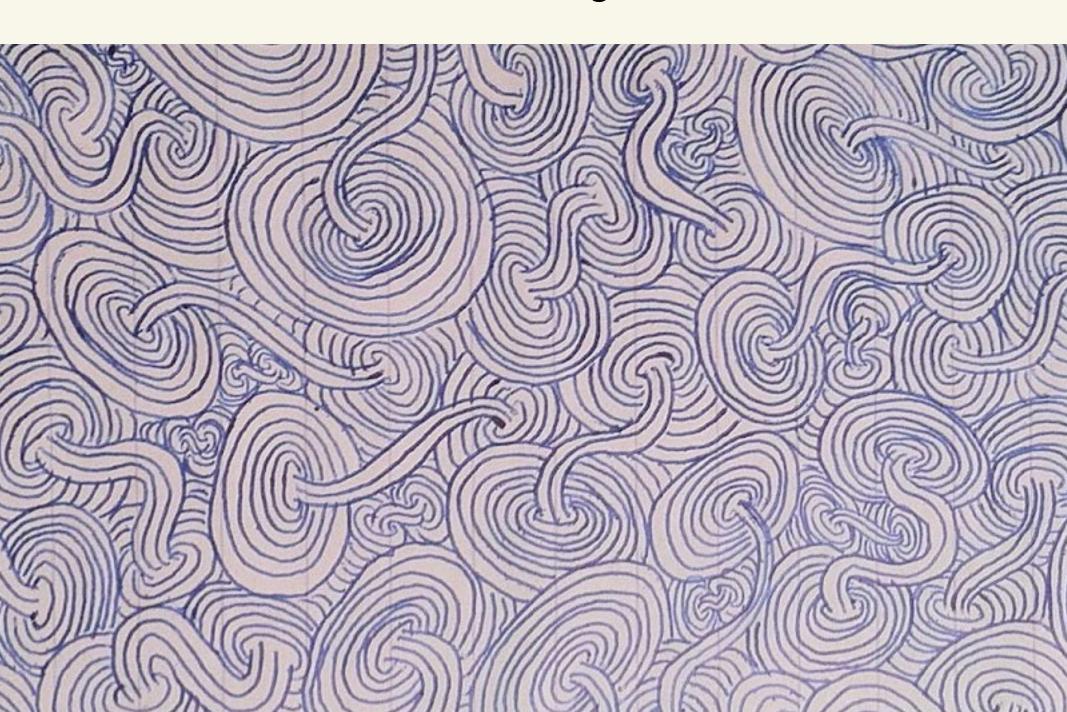
Divide and Conquer

```
/**
 * Difference in days between two days.
 */
public int difference(Date d1, Date d2)
{
    // ??
}
```

Divide and Conquer

```
/**
 * Difference in days between two days.
 */
public int difference(Date date1, Date date2)
   int d1 = date1.daysSince1Jan1970();
   int d2 = date2.daysSince1Jan1970();
   return d1 - d2;
class Date
   public daysSince1Jan1970()
```

Doodling



Andere talen

- PythonRuby
- Javascript

Bomen/bos

variabelen
control flow
 (ifs/loops)
methoden
logische expressies
wiskunde
Collections
Strings

Objecten
Generics
Exceptions
Encapsulation
Object copying
Information hiding
Interfaces

Eigen generics
Reguliere Exp.
Files en IO
Autoboxing
Floating point
arithmetic

Onthoud het idee, niet de regel

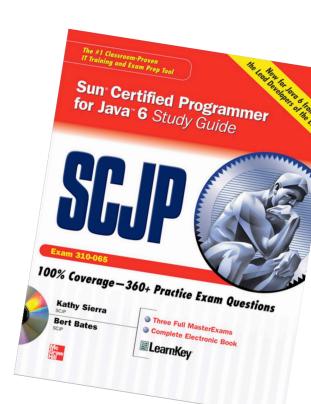
Encapsulation

Onthoud het idee, niet de regel

Gebruiker, Interface, Implementatie

Voor het tentamen

- OOP (static vs instance)
- Typing: objectreferenties
- Inheritance
- Interfaces en abstract classes
- Exceptions
- casting, instanceof
- primitives en Objecten



HTTP referer

From Wikipedia, the free encyclopedia (Redirected from Referer)

HTTP referer (originally a misspelling of referrer) is an HTTP header field that identifies the address of the webpage (i.e. the the resource being requested. By checking the referer, the new webpage can see where the request originated.

In the most common situation this means that when a user clicks a hyperlink in a web browser, the browser sends a request to destination webpage. The request includes the referer field, which indicates the last page the user was on (the one where they

Referer logging is used to allow websites and web servers to identify where people are visiting them from, for promotional or st

Contents [hide]

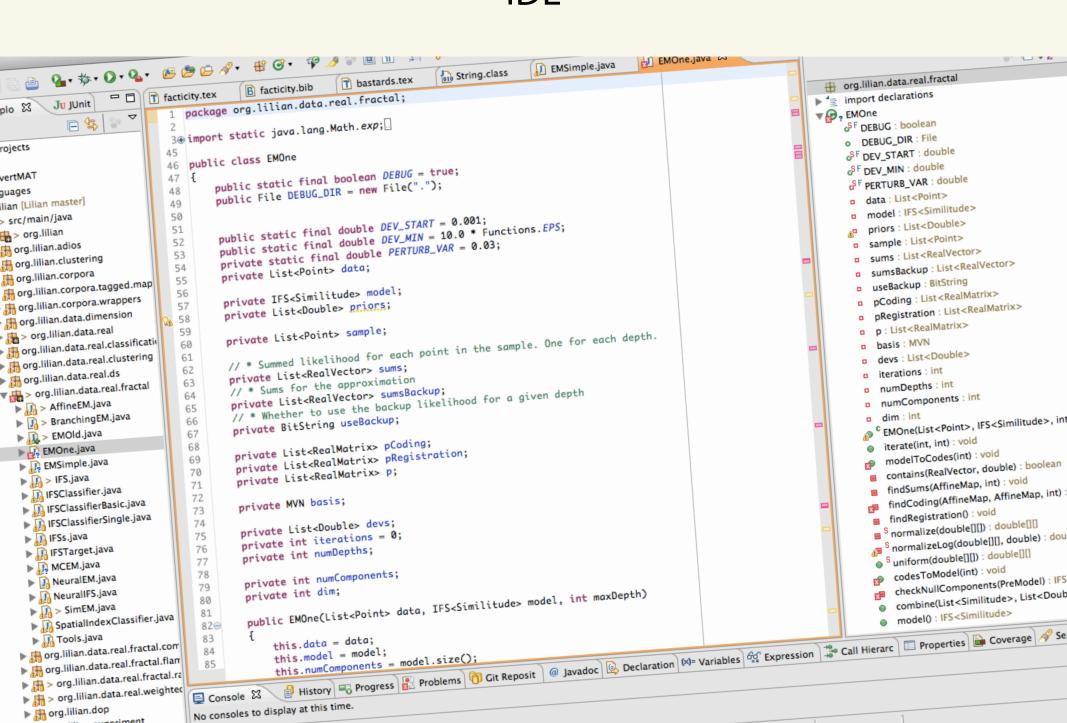
- 1 Origin of the term referer
- 2 Details
- 3 Referer hiding
- 4 References
- 5 External links

Origin of the term referer [edit]

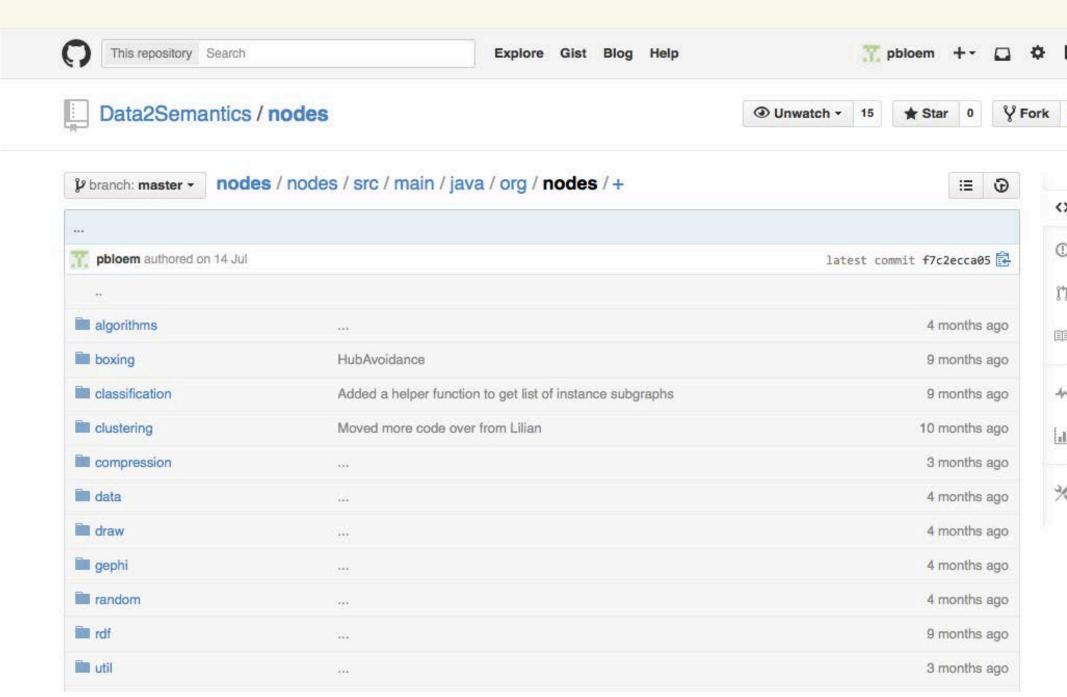
The misspelling *referer* originated in the original proposal by computer scientist Philip Hallam-Baker to incorporate the field into time of its incorporation into the Request for Comments standards document RFC 1945 ; document co-author Roy Fielding has recognized by the standard Unix spell checker of the period. [3] "Referer" has since become a widely used spelling in the industrial, though, as the correct spelling of "referrer" is used in some web specifications such as the Document Object Model.

Details [edit]

IDE



Versioning



Package management & deployment



Unit testing

```
@Test
public void testJBC()
   DGraph<String> graph = Graphs.jbcDirected();
   List<Integer> nodes = Arrays.asList(13, 15, 16);
   DGraph<String> subgraph = Subgraph.dSubgraphIndices(graph, nodes);
   System.out.println(subgraph);
   assertEquals(3, subgraph.size());
   assertEquals(2, subgraph.numLinks());
```

```
public boolean containsNumber(List<Object> list)
{
    return (list instanceof List<Number>);
}
```

Type erasure

list instanceof List<?>

@SuppressWarnings

```
private MyNode first, second;

@SuppressWarnings("unchecked")
public Collection<? extends DTNode<L, T>> nodes()
{
    return Arrays.asList(first, second);
}
```

Generics: bounds

```
public static double mean(List<Number> list)
{
    double sum = 0.0;

    for (Number n : list)
        sum += n.doubleValue();

    return sum / list.size();
}
List<Integer> ints = ...;
double m = mean(ints) // ?
```

Slechte oplossing

```
public static <N> double mean(List<N> list)
   double sum = 0.0;
   for (N n : list)
       if (n instanceof Number)
           sum += ((Number)n).doubleValue();
       else
           throw new IllegalArgumentException("...");
   return sum / list.size();
List<Integer> ints = ...;
double m = mean(ints) // ?
```

Generics: bounds

```
public static <N extends Number> double mean(List<N> list)
{
    double sum = 0.0;

    for (Number n : list)
        sum += n.doubleValue();

    return sum / list.size();
}
List<Integer> ints = ...;
double m = mean(ints)
```

Generic bounds

```
public class myClass<N extends Foo>
   public N get(int i) {}
   public boolean isCorrect(N instance) {}
//---
public static <N extends Foo> double m(List<N> input)
   for (N n : input)
```

Bounds

<N extends Number>

<N super Integer>

<T extends Comparable<T>>

Wildcard:?

```
// Collections.java
public static <T> void sort(List<T> list, Comparator<? super T> c)
{
    ...
}
```

Contravariance, covariance, invariance

```
class Animal {}

class Cat extends Animal{}

class Dog extends Animal{}
```

arrays

covariant: Cat[] is een Animal[]

contravariant: Animal[] is een Cat[]

Invariant: geen van beide

Return types en argumenten

```
class AnimalShelter {
   Animal getAnimalForAdoption() {}
   void putAnimal(Animal animal) {}
class CatShelter extends AnimalShelter{
                                  <- covariant return
   Cat getAnimalForAdoption() {}
                                  type
   void putAnimal(Cat animal) {}
                     contravariant arguments
```

Met generics

PECS: Producer extends, consumer super

```
/**
 * list is een consumer
 */
static public double mean(List<? extends Number> list)
 * list is een producer
 */
static public void generateRandom(List<? super Number> container)
```

3 dingen die we nog niet gezien hebben

Inner classes

```
public class A
   public class B {}
   public static class BStatic {}
   public static void main(String[] args) {
       A a = new A();
       A.B b = a.new B();
       A.BStatic bStat = new A.BStatic();
       // zelfs in een methode
       class Local {}
       Local local = new Local();
```

Anonymous classes

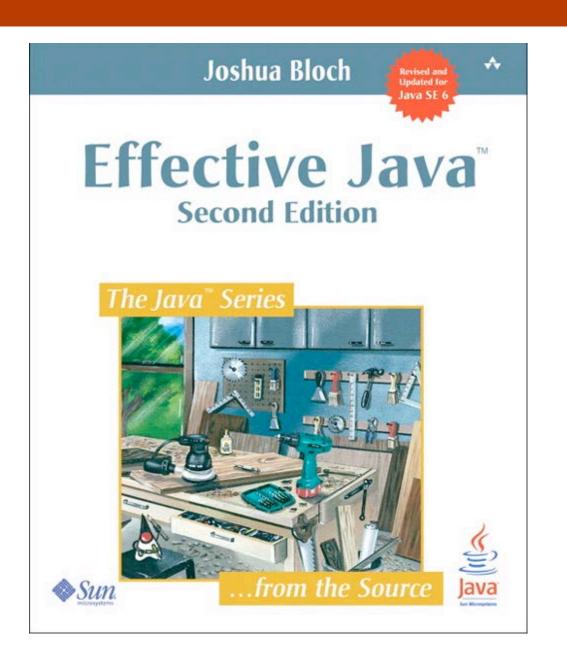
```
public void start(Stage primaryStage) {
       primaryStage.setTitle("Hello World!");
       Button btn = new Button();
       btn.setText("Say 'Hello World'");
       btn.setOnAction(new EventHandler<ActionEvent>() {
           @Override
           public void handle(ActionEvent event) {
               System.out.println("Hello World!");
       });
       StackPane root = new StackPane();
       root.getChildren().add(btn);
       primaryStage.setScene(new Scene(root, 300, 250));
       primaryStage.show();
   }
```

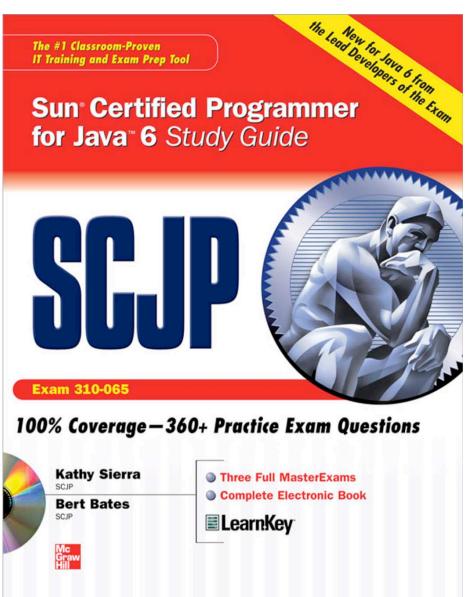
Closures & Lambda expressions (java 8)

```
class CalculationWindow extends JFrame {
private volatile int result;
...

public void calculateInSeparateThread(final URI uri) {
    // the code () -> { /* code */ } is a closure
    new Thread(() -> {
        calculate(uri);
        result = result + 10;
    }).start();
}
```

1) Boeken





2) Sites

http://thedailywtf.com/



http://programmers.stackexchange.com/



codinghorror.com programmingisterrible.com joelonsoftware.com

3) Open source

