

OBJECT-ORIENTED LANGUAGE AND THEORY

0. INTRODUCTION TO COURSE



1

Lecturer

- Trịnh Tuấn Đạt
- Bộ môn CNPM, 601 B1
- Email: dattt@soict.hust.edu.vn
- ĐT: 03 9299 0092

2

Course information

- Slide bài giảng
 - <http://tiny.cc/nmkotz>
- Danh sách lớp
 - Hedspl: <http://tiny.cc/vmkotz>
 - ICT: <http://tiny.cc/ymkotz>
- Group facebook
 - HEDSPI: 20201-OOP-HEDSPI-122019
 - ICT: 20201-OOP-ICT-122151

3

Course objectives

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

4

5

Programming language/tools

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



5

6

Assessment

- Mid-term score: 40%
 - Hands-on labs and Mini-Project
 - Submission Channel: <https://bitbucket.org>
- Final score: 60%
 - Final exam

6

7

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.

7

8

Course Materials

- Lecture notes for students (pdf): Slides in 4-page handouts
- Assignments, Mini-Project descriptions
- Interaction channels:
 - Facebook group:

8

9

Naming convention for the repository

- Weekly assignment (individual):
 - OOLT.ICT.20202.StudentID.StudentName or
 - OOLT.VN.20202.StudentID.StudentName
- Mini-Project
 - OOLT.ICT.20202-GroupNo
 - OOLT.VN.20202-GroupNo

9

10

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

10