A black and white photograph showing a large, dense pile of old, rusted, and damaged cars. The cars are stacked on top of each other, with many showing significant corrosion and structural damage. The scene is chaotic and represents a large volume of obsolete or 'old' items.

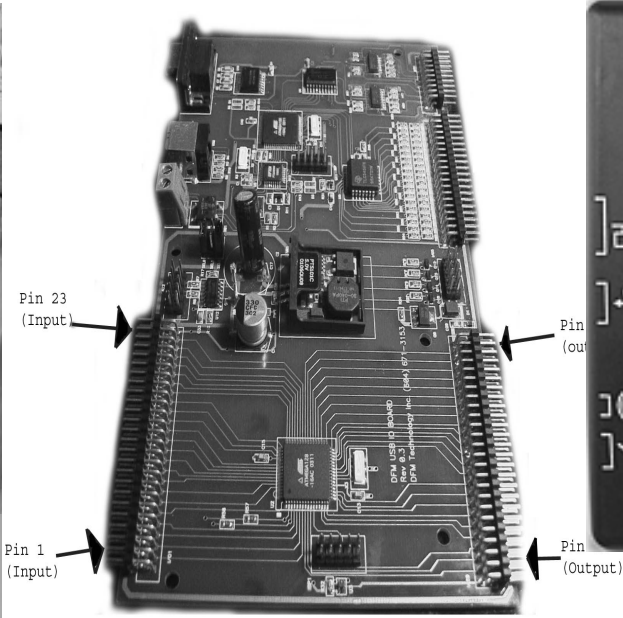
What are some problems about maintaining old code?

Admin - CMPT 213 Dr. B. Fraser (c)



Instructor: Dr. Fraser - call me Dr. Brian

- I like questions, and love feedback!



Guide to Slides

- Slide Colour Guide (often...):
 - Green: headings.
 - Yellow: Highlighted text.
 - This course has one midterm and one final.
 - Blue: Term being defined.
 - Hour: 60 minutes.
 - Sweep-in Text: Blanked out text to keep (almost) everyone awake and hold attention.
- Joke:
 - When C++ is your only hammer..

Classroom Expectation

- Only one thing:
 - Texting
 - Talking (vs participating!)
- Must ask before taking videos/pictures of lecture.
- If sending me an email:
 - Give me a little context (class, your name, topic, ...)
 - U Shd rite th3 msg so i wnt 2 reed it. ..
- If sick, please email vs coming to office hours.
(kids at home; don't want to get sick!)

Students

- Who is in:
 - Computing Science
 - Software System
 - CS Major
 - Other:
 - Faculty of Arts & Social Sciences
 - Faculty of Business Administration
 - Faculty of Education, Environment or Health Sciences
 - Faculty of Physical Sciences or Math
 - Faculty of Communication, Art and Technology
 - School of Engineering

Discussion

In groups of 3 to 4 people:

- Exchange email address;
- Answer the following:

1. What's the worst code quality you've seen?
What made it bad? Did you write it?

2. Why do we write comments?

3. Why do we have both Java and C++?

Course Information

Course Topics

- Basic Course Goal
 - To learn to write good quality object oriented programs using Java.
 - Become bad-code intolerant
- 3 Components of Course

You already know:

- How to program in an object oriented language.
 - Know Object-Oriented Java?
 - Great!
 - Know Object-Oriented C++?
 - We'll cover the basics of Java very quickly
(Must read ch1 of text, or online)
 - Advanced topics covered in more depth.
- How to develop simple Object Oriented applications.
- If you don't, please come talk to me!

Basic Info

- <https://opencoursehub.cs.sfu.ca/bfraser/grav-cms/cmpt213/home>
 - Notes & Readings
may have announced in-class quizzes.
 - Assignments
about 2 weeks to complete
These take a *lot* of time;
You will be writing a *lot* of code!
- Review: Readings Ch1, getting help, grade weighting
- Recommended (out of print) Text
 - *Object-Oriented Design & Patterns*, 2nd ed,
by Cay Horstmann, Wiley, 2006, 9780471744870.
On 24H reserve.

Keys to Success

- Slides:
 - Posted online, BUT key points blanked out.
 - Take notes for the blanks and the extra things I say.
- Keep up on reading
- **Do assignments to be proficient with material.**
 - Can't learn to drive by just reading a book;
Likewise with programming!
- Ask Questions!

