

COMP2021

Object-Oriented Programming

Dr. Max Yu PEI

Teaching Team

- ❖ Lecturer: Dr. Max Yu PEI
Email: yupei@polyu.edu.hk
Office: PQ709
Tel.: 2766-7251

- ❖ TA: Qingrui PAN
Email: csqpan@comp.polyu.edu.hk

- ❖ TA: Yanhui XU
Email: csyxu@comp.polyu.edu.hk

- ❖ TA: Xiao YANG
Email: CSXIAOY@comp.polyu.edu.hk

Timetable

Component Code	Day	Start Time	End Time
LAB001	Fri	10:30	11:20
LAB002	Tue	09:30	10:20
LAB003	Mon	17:30	18:20
LAB004	Wed	09:30	10:20
LEC001	Mon	12:30	15:20

All labs start from the 2nd week (Sept. 14)

Learning Outcome

- ❖ Upon completion of this course, you will be able to
 - Professional/Academic knowledge and skills
 - (a) Use an object-oriented programming language to solve computer problems
 - (b) Use an object-oriented programming language to build computer systems
 - Attributes for all-roundedness
 - (c) Build computer systems in groups and develop group work
 - (d) Cooperate with team members in problem solving

Assessment

❖ Coursework

100%

➤ Assignments

$$30\% = 7\% * 2 + 8\% * 2$$

➤ Project

35%

➤ Quiz

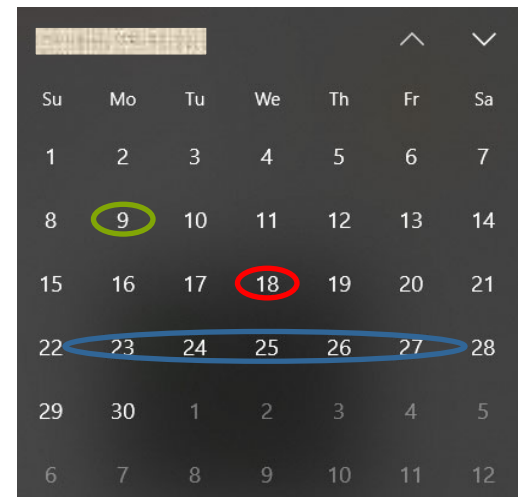
35%

Policies

Plagiarism cases will be strictly handled according to the university's regulation!

- ❖ There will be four assignments in the semester
 - Assignments will be announced on Mondays and should be handed in on Blackboard (<https://learn.polyu.edu.hk/>) in 9 days, i.e., before next Wednesday noons
 - Solutions will be discussed during the lab sessions in the following weeks
 - Late hand-ins will lead to deducted points:
$$\text{points} = \text{points}_{\text{before deduction}} * (1 - 0.25 * D),$$
where D is the number of days delayed (rounded up).

- ❖ Late hand-ins for the team project are handled in the same way as late assignment hand-ins.



Tentative Schedule – Lecture

Week	Date	Topic
1	Sep. 7	Introduction to Object-Oriented Programming and Java
2	Sep. 14	Java Basics
3	Sep. 21	Object-Based Programming: Classes and Objects (I)
4	Sep. 28	Object-Based Programming: Classes and Objects (II)
5	Oct. 5	Object-Based Programming: Classes and Objects (III)
6	Oct. 12	Object-Oriented Programming: Inheritance (I)
7	Oct. 19	Object-Oriented Programming: Inheritance (II) and UML
8	Oct. 26	<i>(No Class) The day following Chung Yeung Festival</i>
9	Nov. 2	Exception Handling and Generics
10	Nov. 9	Concurrency
11	Nov. 16	Swing and Event-Driven Programming
12	Nov. 23	Design Patterns
13	Nov. 30	Project—Peer Review of Design

Lab sessions in Week 13 will be devoted to project presentations.

Reference Books

- ❖ **Core Java Volume I—Fundamentals.** Cay S. Horstmann. Prentice Hall; 11th edition (August 27, 2018)
- ❖ **Head First Java.** Sierra, Bates. O'Reilly Media; 2nd edition (February 19, 2005)
- ❖ **Effective Java.** Joshua Bloch. Addison-Wesley; 2nd edition (May 28, 2008)
- ❖ **Java Concurrency in Practice.** Brian Goetz, Tim Peierls, Joshua Bloch, Joseph Bowbeer, David Holmes, Doug Lea. Addison-Wesley Professional; 1st edition (May 19, 2006)

What's Expected from You

- ❖ Participation

- Lectures, lab sessions, and discussions

- ❖ Practice

- Assignments and project
- Online Judges: leetcode, spoj, hackerrank, ...
- Open source software projects

- ❖ Performance

- Assignments, project, and quiz

Questions?