OBJECT-ORIENTED LANGUAGE AND THEORY
0. INTRODUCTION TO COURSE

Nguyen Thi Thu Trang
trangntt@soict.hust.edu.vn

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).

Programming language/tools

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

Assessment

- Mid-term score: 40%
  - Hands-on labs
  - Mini-Project
- Final score: 60%
  - Final exam

Text 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.

Course Materials

- Lecture notes for students (pdf): Slides in 4-page handouts
- Assignments, Mini-Project descriptions
- Interaction channels:
  - eLearning website:
    - elearning.hust.edu.vn
  - Facebook group:
    - https://www.facebook.com/groups/oolt.ict.20182/
    - https://www.facebook.com/groups/oolt.vn.20182/
  - https://bitbucket.org
    - Add to your project member: trangntt-student

Naming convention

- Naming your project and description
  - OOLT.ICT.20182-GroupNo
  - OOLT.VN.20182-GroupNo

- Monitor?

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