A high-angle photograph of a junkyard filled with hundreds of old, rusted cars. The cars are packed closely together, many with significant damage and corrosion. The colors are faded and browned with rust. A white text box is overlaid on the top left of the image.

What are some problems about  
maintaining old code?

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

# People



# Who's Dr. Brian?

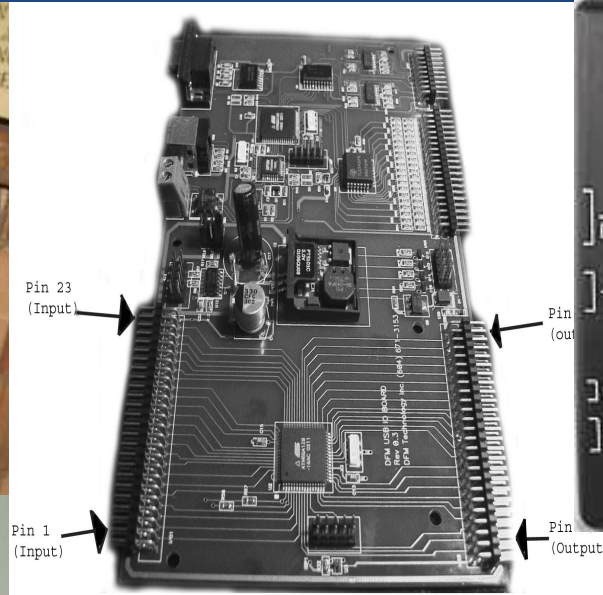






# Dr. Brian (Fraser) (he/him)

- I love questions and feedback!



# About Me

- **Love Teaching:** I can help share my excitement for programming, and for making the world a better place.
- **Degrees:** BSc & PhD from SFU (AI)
- **Favourite Video Game:** StarCraft 2, WoW, Elite Dangerous, Mario Kart
- **Family:** Married with 2 girls (8y & 10y)
- I recognize that I am **privileged** to be in my position with **many advantages afforded** to me throughout my life.
  - I work to build a **positive inclusive experience for everyone.**



# Course Expectation

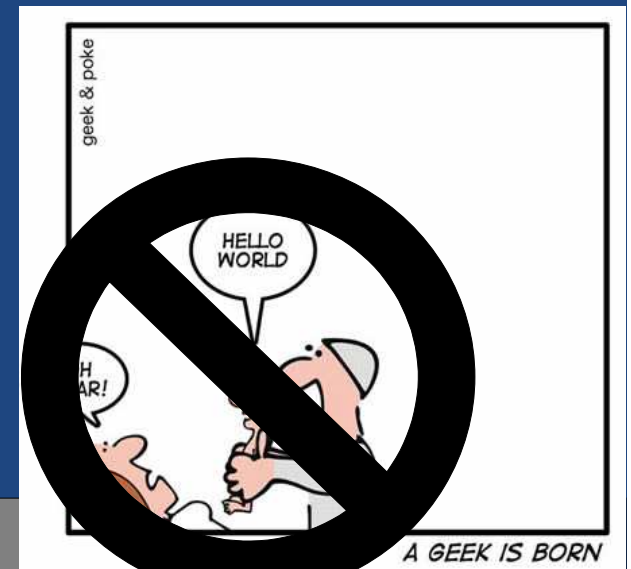
- Only one thing
  - Use a positive tone for all communication (asking questions, on Piazza forums, with TAs)
  - Anon trolling hurts and won't be tolerated
  - Students have wide range of backgrounds; respect it
- If sending a message
  - Give a little context (class, your name, topic, ...)
  - Email: If you are sending more than 2 per week on average, over multiple weeks, it may be too many.

# 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

# Growth Mindset

- Programming is skill a person develops; not one they were born with.
  - Nobody was *born* being good at Java.
  - Nobody was *born* being bad at Java.
  - Everyone good at Java has worked hard and learned it.
- Computer Scientists learn helpful dispositions such as:
  - Collaborative
  - Inventive
  - Persistent
  - Meticulous
  - ...





# Discussion

In groups of 3 to 4 people:

- Exchange contact info **email/Discord/...**
- 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



[tinyurl.com/briansfu](https://tinyurl.com/briansfu)

# 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..



# 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 known:

- 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>
  - **Notes & Readings**  
may have announced in-class quizzes.
  - **Assignments** (30%)  
about 2 weeks to complete  
**These take a *lot* of time;**  
**You will be writing a *lot* of code!**
  - **Midterm** (30%)
  - **Final** (40%)
- Review: Readings Ch1, getting help, grade weighting
- **Recommended Text**
  - *Object-Oriented Design & Patterns*, 3rd ed,  
by Cay Horstmann; Free (LEGIT!) PDF of website



# Policies on Website

- **Assignment Late Policy**

Assignments may be turned in up to 4 days late with 0% penalty. Later than this is 100% penalty (60 minute grace period). Contact the instructor if there are extenuating circumstances.

- **Extensions and Deferrals**

Request a concession via the [Faculty of Applied Science's Concessions form](#). Doctor's notes are *not* required if sick. Extensions only considered for circumstances beyond the student's control; plan to submit assignments on time.

- **Academic Honesty**

- The [MOSS](#) tool will be used to check the originality of all electronic submissions.
- SFU's [Academic Honesty](#) policy is crucial to earning credit in this course. Violations of the policy will be taken seriously and reported to the department and university.
- Explanation of [penalties applied for academic dishonesty](#).

- **AI Policy**

- Students may use AI tools (such as GitHub's Copilot, or ChatGPT) to *support* their programming.
- You must do the high-level design yourself and be able to write all submitted code on your own (even if you used help from the AI).
- You should use the AI to code no more than a few lines at a time: do not have it write all lines of code.
- You must add a comment to any functions that you used the AI's help to write more than 5 line of code.
- Code written exclusively by, or with the help of an AI system is still governed by the academic honesty policies of the course and university. If a significant number of lines of code, or detailed/critical code is found not to be the student's work, then that work will get a zero. If the copied code was not cited correctly (from either a human or AI source) then it will be considered a case of academic dishonesty and the entire assignment may get a grade of 0 and a report on file with the university.
- Note that AI tools are not available during exams, and exams make up the bulk of the percentage for the course.

# 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!**

