What are some problems about maintaining old code?
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 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

  - 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!