

CS 205 Introduction

Why are you here?

O-O Design

Semester Project

Labs lead into project phases

Macro Foci:

Design -> Development -> Implementation

Simplicity

Communication, including documentation

O-O Design

Objects

Focus on nouns in a problem description

Concrete: vehicle, car, truck

Abstract: source program, comments on FaceBook

Define a class that captures object's data and actions

Fields: data, properties

Methods: actions, behaviors

Language Comparison

| | | | | |
|-----------------|----|----------------|----|------------|
| Java | vs | Python | vs | Haskell |
| Imperative | | Imperative | | Functional |
| Object-Oriented | | Procedural | | |
| Compiled | | Interpreted | | |
| Static typing | | Dynamic typing | | |

Object-oriented is another way of thinking -- Python in CS 116, Haskell in CS 119, now Java.

Java is not the only O-O language: C++, Smalltalk, Swift, etc.

Syllabus

Schedule

Labs -- Individual.

Project -- partner; responsibilities.

Late Policy.

Plagiarism