

COSC 121: Computer Programming II

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Course overview

- Course outline

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- Today:
 - Course logistics, policies, expectations
 - Concepts and learning outcomes
 - Quick review

What to know before this class

- How to write a class in Java
 - From English description to requirements/design to Java class
 - Class responsibility
 - Attributes, Methods
 - Visibility modifiers
- Basic constructs in Java
- Checking your own work

What to know before this class

- How to write a class in Java
- Basic constructs in Java
 - Variables, data types, assignments, scoping
 - Arithmetic expressions
 - Control flow, method calls
 - Using classes, including Scanner, Random, Math
 - Conditionals, loops, arrays
 - Overloading methods
 - Pass by value vs. pass by reference
- Checking your own work

What to know before this class

- How to write a class in Java
- Basic constructs in Java
- Checking your own work
 - Documenting your code
 - “Tracing” your code
 - Using `println` statements to check if your code is doing what you think it’s doing

What is this course about?

- How to write “more complicated” programs
 - Good coding practice
 - Class relationships
 - Eliminate redundant code
 - Standardizing how classes are developed
 - Using files
 - Abstract data types/data structures
 - Static vs. dynamic lists
 - Queues and Stacks
 - Algorithms: Sorting and Searching

Caution

- Concepts in this course are much more abstract
- Be sure you are comfortable with the concept, practice lots with actual examples, then move on
- Helps to do pencil-paper examples first i.e., don't just dive into the code!

Evaluation Criteria

- 20% Weekly labs (10 total)
- 20% Assignments (3 total)
- 20% Midterm
- 40% Final exam (cumulative)

A lot of work!

- Keep on top of the readings and lectures
- Do practice questions in the text
- Get help **AS SOON AS** you sense you're falling behind
- Participate actively and interactively
- Practice programming regularly

Late Policy

- Labs and assignments
 - Due at start of lab/class
 - E.g., 10:59AM not 11:00AM
 - Very stringent
 - No lates accepted without a medical note

Missed Exams

- Missed midterms:
 - Receive a mark of 0% without a valid medical note
 - With a valid medical note: missed exam portion will be combined with the final exam (all exams taken will still be worth 60% of the course grade)
- Missed final:
 - Receive a mark of 0% without a valid medical note
 - With a valid medical note accepted by the Dean's Office, a make-up exam will be scheduled

Passing Criteria

- Students must achieve a passing grade in the final exam in order to pass the course
- Students must achieve a passing grade in the lab component in order to pass the course
- Otherwise:
 - Student will receive a max of 45% as the final grade

Expectations in lectures

- Format:
 - Lectures (interaction!!!)
 - Slides & board notes
 - Group activities with TA support
 - Regular “showcase” of cool applications
- You need to:

Expectations in lectures

- Format:
 - Lectures (interaction!!!)
 - Slides & board notes
 - Group activities with TA support
 - Weekly “showcase” of cool applications
- You need to:
 - Take notes (this is not a 39-hour movie)
 - Participate in group activities
 - Listen actively
 - Ask questions
 - Provide answers

Expectations in labs

- Pre-lab exercises
 - Handwritten exercises
- In-lab activities
 - Programming exercises
 - Modify games in each lab
- You need to:

Expectations in labs

- Pre-lab exercises
 - Handwritten exercises
- In-lab activities
 - Programming exercises
 - Modify games in each lab
- You need to:
 - Attend every lab on time
 - Submit pre-lab exercises at beginning of each lab
 - Submit your own work, option to collaborate with others
 - Complete lab activities (one week to submit)

Expectations on assignments

- Mix of written and programming questions
- Submit your own work
- Indicate all collaborations
- You need to:

Expectations on assignments

- Mix of written and programming questions
- Submit your own work
- Indicate all collaborations
- You need to:
 - Work on assignment questions honestly
 - Follow instructions on assignments to get points
 - Submit on time (very stringent)

Expectations on exams

- All individual, handwritten (even programming)
- One 8"x11" cheatsheet allowed
 - Helps organize notes into one spot
 - Process of writing notes reinforces concepts
 - Organization makes relationships more clear
 - Provide (helpful) starting point of reference for your answers
- You need to:

Expectations on exams

- All individual, handwritten (even programming)
- One 8"x11" cheatsheet allowed
 - Helps organize notes into one spot
 - Process of writing notes reinforces concepts
 - Organization makes relationships more clear
 - Provide (helpful) starting point of reference for your answers
- You need to:
 - Study
 - Understand examples from classes, labs, assignments
 - Sleep well the night before the exam

Resources

- Me
- TAs
- Course website *** know this well
- Lab manual
- Course discussion forum on Connect
- Textbook
- Math and Science Tutoring Centre in UNC 201
- Others:
 - You will find many others... we don't necessarily endorse them, but we can't prevent you from using them
 - Use with caution!
 - Don't plagiarize!

Readings

- Today:
 - Review
- Next class:
 - Ch. 9 on inheritance

Lab 1

- Labs start next week
 - Complete pre-lab before arriving to lab
 - Some changes to lab structure – see Guidelines
 - Due: following lab

Templates for Starter Code

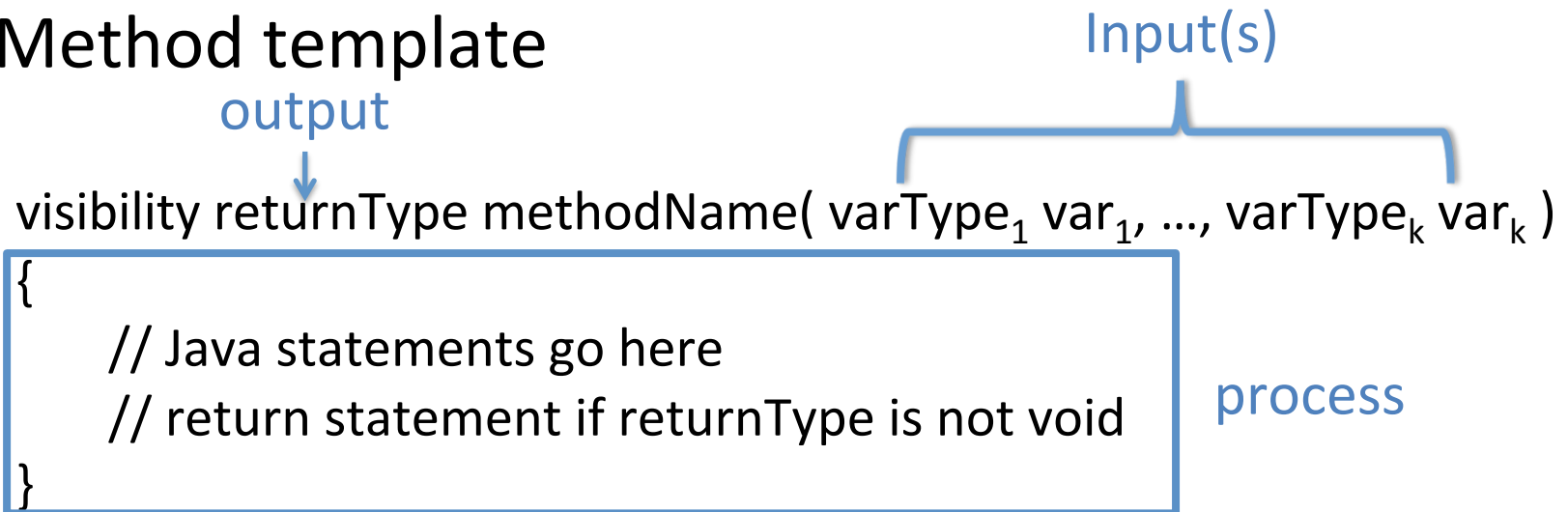
- Class template
 - All other classes you write
 - Test class
 - New ones introduced in this course
- Method template
 - Special method: Constructor
 - Special method: toString()
 - Accessors and mutators

Templates for Starter Code

- Class template blueprint to define commonalities of its objects
visibility className
{
 // attributes traits about objects
 // methods operations objects can do
}
- Special class:
 - Test class (your text calls this a **driver** class)
 - This course: others will be introduced

Templates for Starter Code

- Method template


visibility returnType methodName(varType₁ var₁, ..., varType_k var_k)
{
 // Java statements go here
 // return statement if returnType is not void
}

- Special methods:

- Constructor
- toString()
- Accessors and mutators

Quick Review (cont.)

In the following statement, what is the data type specified?

```
int identifier = -931;
```

- (a) `int`
- (b) `identifier`
- (c) `931`
- (d) `-931`
- (e) None of the above

Quick Review (cont.)

In the following statement, what is the name of the variable?

```
String playerName = "Terry Jones";
```

- (a) String
- (b) playerName
- (c) Terry Jones
- (d) "Terry Jones"
- (e) None of the above

Quick Review (cont.)

In the following code, what is the name of the method?

```
public static void main( String[] args )  
{  
    // ... missing code  
}
```

- (a) args
- (b) void
- (c) static
- (d) main
- (e) public

Quick Review (cont.)

In the following statements, what type of object is `postcard`?

```
Post postcard;  
postcard = new Post( 52 );
```

- (a) `postcard`
- (b) `int`
- (c) `String`
- (d) `Post`
- (e) `Player`

Quick Review (cont.)

In the following statement, what is the name of the method?

```
postcard.setAuthor( "Daisy" );
```

- (a) postcard
- (b) setAuthor
- (c) "Daisy"
- (d) Daisy
- (e) None of the above

Quick Review (cont.)

In the following code, how many class attributes does the TestPost class have?

```
public class TestPost
{
    public static void main( String[] args )
    {
        String str;
        Post p0;
        Comment c1;

        p0 = new Post( 52 );
        p0.setAuthor( "daisy" );
        str = "A Dog's Life";
        p0.setTitle( str );
        str = "Being a dog is tough. I sleep all day";
        str += " and work for cookies when Daddy's home.";
        p0.setText( str );
        System.out.println( p0.toString() );
    }
}
```

- (a) 0
- (b) 1
- (c) 2
- (d) 3
- (e) 4

Quick Review (cont.)

Given the statements below, which of the following boolean expressions evaluates to true?

```
int total = 10;  
int MAX   = 7;  
boolean found = false;
```

- (a) (total > MAX + 5 && !found)
- (b) (total > MAX + 5 && found)
- (c) (total < MAX + 5 && !found)
- (d) (total < MAX + 5 && found)
- (e) None of the above

Quick Review (cont.)

Given the statements below, which of the following boolean expressions evaluates to false?

```
int x = 5;  
int y = 10;  
int z = 15;  
boolean done = true;
```

- (a) (done || !done)
- (b) ((x < y) || (z < y))
- (c) !(x == y)
- (d) ((x + 5) >= z)
- (e) None of the above

Quick Review (cont.)

How many names will be printed in the following code?

```
String[] names = {"eva", "ann", "cam" };  
for( int i=0; i<=names.length; i++ )  
    System.out.println( names[i] );
```

- (a) 3, but the program will crash with an `ArrayIndexOutOfBoundsException` Exception
- (b) 3, with no errors
- (c) 4, with no errors
- (d) Keep printing until you interrupt the program; this is an infinite loop
- (e) Cannot be determined

Quick Review (cont.)

In the following statement, how many method calls are there?

```
System.out.println( casper.toString() );
```

- (a) 0
- (b) 1
- (c) 2
- (d) 3
- (e) 4

Quick Review (cont.)

In the following code, what is the value of y ?

```
int i = 5;  
for( i=0; i<10; i++ )  
    if( i % 2 == 1 )  
        break;  
int y = i;
```

- (a) 0
- (b) 1
- (c) 2
- (d) 3
- (e) None of the above

Quick Review (cont.)

What output is printed by the following code?

```
int num1 = 2;  
int num2 = 10;  
if( num1 < num2 )  
    System.out.print( "1 " );  
if(( num1 + 5 ) < num2 )  
    System.out.print( "2 " );  
else  
    System.out.print( "3 " );  
System.out.print( "4 " );
```

- (a) 2 4
- (b) 1 2 4
- (c) 2 3
- (d) 1 2 3 4
- (e) 1 2

Quick Review (cont.)

What is the output printed by the following code?

```
int[] [] arr2d;  
arr2d = new int[3][5];  
System.out.println( arr2d.length );
```

- (a) 3
- (b) 5
- (c) 8
- (d) 15
- (e) 0

Quick Review (cont.)

Consider the following code:

```
int    count = 2;  
int    MAX   = 10;  
String xx    = "abba";  
String yy    = "abba";  
boolean done  = true;
```

Part b. (1 point) What is the value of the following condition:

```
!!!done
```

Quick Review (cont.)

- Make sure you ...
 - Are able to read code given to you (with documentation)
 - Are able to write methods to carry out a specific operation
 - Are able to write classes that have certain responsibilities