

EPARTMENT OF COMPUTER SCIENCE

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Course Content

- Focus on Object-Oriented Programming with classes and objects
- Inheritance
- Exceptions
- · Interfaces and abstract classes
- · UML class diagrams
- Implementing core data structures

 Linked lists, trees, hash tables

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What you should learn...

Have a good knowledge of a large part of the Java programming language.

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- · Be able to undertake object-oriented programming.
- · Create well designed classes.

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· Be able to implement core data structures.

Lectures

· 3 hours per week

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- Thursday 1-3pm, JZ Young LT (2 hours)
- Friday 11-12am, Archeology LT
- Reading Week is week 6 (13th-17th Feb).

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Reading this term

- Finish reading all chapters in Part I.
- Spend time studying the language reference in Part IV.
- · Start reading Part II.
- Seek out interesting books and web sites on Java and programming (and read them!).

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EXERTIMENT OF COMPUTER SCIENCE Provide some context, Introduce key ideas and concepts, Look at examples, And, most importantly, tell you what you need to go away and learn about by yourself.

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Review of progress so far (2)

- Simple one class programs: – Class and Object.
 - Instance variables and methods.
 - Use of library classes (String etc.).
 - Simple I/O.

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- Learnt a subset of the Java language.
- Written lots of programs!
- Done a mini-project.

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Dust About Java? Java is the course language But there are other OO languages Smalltalk, C++, Objective-C, Eiffel Python, Ruby The syntax may differ but all support the key OO concepts and structures. Will be showing examples to compare with Java. You are encouraged to try them out.