Introduction

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1 Administrivia

Announcements

Assignment

Read Chapter 1.

Outline

1. Syllabus

2. Three big concepts.

3. Online survey.

4. Exercise.

Coming Up

First lab.
2 Syllabus

1. Personal home page, office hours, class time.

2. Objectives: Introduction to CS, OOP in Java, program and algorithm development.

3. Course points:

   (a) Labs and assignments: Labs, partners. Post-lab assignments, individually. Late work. Toolbox. Workload.

   (b) Online CS toolbox.

   (c) Quizzes: Six scheduled. Beginning of class. Lowest score dropped. No make-ups.

   (d) Exams: Two. Make-ups with good reason.

   (e) Final. Cumulative. Scheduled by registrar.

4. Course home page: Items of general interest, labs, solutions, meeting outlines.

5. Check your Goucher e-mail.

6. Distractions: cell phones, private discussions.


   Come to class prepared to work and experiment!

3 Three Big Concepts

1. An object is an entity that contains data and its own methods for manipulating that data.

2. A class is a collection of objects. The class definition provides a prototype for all of its objects (abstraction).
3. A class can inherit all or most of its definition from another class (reuse). In Java we say that a class extends another and objects in the extended class will inherit the data and methods from the original class plus will probably have additional data and/or methods.

3.1 Creation and Use

1. Creating an Object (binding).

   The constructor for a class has the same name as the class. We create an object as follows:

   ```java
   ClassName objectName = new ClassName(argument list);
   ```

2. Using an object.

   We use the methods of an object as follows:

   ```java
   objectName.methodName(actual arguments);
   ```

4 Online Survey

See class home page.

5 Exercise

Refer to handout.