

CISC124 - Introduction		
<p>Introduction to Computer Science II</p> <ul style="list-style-type: none"> <li>▪ Admin Info</li> <li>▪ Rules of Engagement</li> <li>▪ Resources</li> <li>▪ Tools</li> <li>▪ Content overview and class work</li> </ul>		
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Admin Info		
<ul style="list-style-type: none"> <li>• Instructor <ul style="list-style-type: none"> <li>– Francisco de la Parra</li> <li>– <a href="mailto:parra@cs.queensu.ca">parra@cs.queensu.ca</a></li> </ul> </li> <li>• Five TA's for Sections 1 and 2</li> <li>• Grading Scheme <ul style="list-style-type: none"> <li>– three quizzes (3 x 8% = 24%)</li> <li>– four assignments (4 x 8% = 32%)</li> <li>– three-hour final exam (44%)</li> </ul> </li> </ul>		
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Admin Info		
<ul style="list-style-type: none"> <li>• Lectures <ul style="list-style-type: none"> <li>– Monday → 11:30 am – 12:30 pm</li> <li>– Tuesday → 1:30 pm – 2:30 pm</li> <li>– Thursday → 12:30 pm – 1:30 pm</li> </ul> </li> <li>• Labs (2 groups, 3 hours per week) <ul style="list-style-type: none"> <li>– Tuesday, Thursday → 6:30 pm – 9:30 pm</li> </ul> </li> <li>• Quizzes – 1 hour</li> <li>• Exam – 3 hours</li> </ul>		
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Rules of Engagement		
<ul style="list-style-type: none"> <li>• Assignments <ul style="list-style-type: none"> <li>– Handed out in weeks 2, 4, 7, and 10</li> <li>– Due in approximately 2 weeks time</li> <li>– Individual work → programming and documenting java code, reports, conclusions.</li> <li>– Team work → problem analysis, schematic design, comparison of tests.</li> </ul> </li> <li>• Quizzes <ul style="list-style-type: none"> <li>– Taken on onQ, during your assigned lab time, in weeks 4, 7, 11</li> <li>– One page “data sheet” allowed. onQ sets time and format</li> </ul> </li> </ul>		
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Resources		
<ul style="list-style-type: none"> <li>• Oracle web site <ul style="list-style-type: none"> <li>– <a href="http://www.oracle.com">www.oracle.com</a> (home page)</li> <li>– <a href="http://www.oracle.com/technetwork/java/javase/overview/index.html">www.oracle.com/technetwork/java/javase/overview/index.html</a> (Java SE)</li> <li>– <a href="https://docs.oracle.com/javase/9/docs/api/index.html?overview-summary.html">https://docs.oracle.com/javase/9/docs/api/index.html?overview-summary.html</a> (Java API)</li> </ul> </li> <li>• Eclipse web site <ul style="list-style-type: none"> <li>– <a href="http://www.eclipse.org">www.eclipse.org</a> (Eclipse Oxygen)</li> </ul> </li> <li>• Textbook <ul style="list-style-type: none"> <li>– Absolute Java 6<sup>th</sup> Ed (or 5<sup>th</sup>). Walter Savitch</li> </ul> </li> </ul>		
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Tools		
<ul style="list-style-type: none"> <li>• JDK <ul style="list-style-type: none"> <li>– jdk-9.0.1_windows-x64_bin.exe (Windows)</li> <li>– jdk-9.0.1_osx-x64_bin.dmg (Mac OS X)</li> </ul> </li> <li>• Eclipse <ul style="list-style-type: none"> <li>– eclipse-inst-win64.exe (Windows)</li> <li>– eclipse-inst-mac64.tar.gz (Mac OS X)</li> </ul> </li> <li>• Optional <ul style="list-style-type: none"> <li>– Good text editor (i.e. Notepad++ for Windows users)</li> </ul> </li> </ul>		
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**Content Overview and Class Work**

- Content Overview
  - Develop software systems with OO techniques
  - Solve medium complexity problems with OO techniques
  - Implement solutions with the OO facilities of Java
  - Class notation. GUI development
- Class Work
  - Problem solving with OO techniques
  - Java OO constructs
  - Design of reusable classes
  - Reuse of Java libraries

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