

Presentation

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CC3002 Team

Professor

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Office 409 (DCC, 4th floor)

Tuesday 14:30 - 16:00

Thursday 14:30 - 16:00

Auxiliar

Vanessa Peña: vpena@dcc.uchile.cl

Monday 14:30 - 16:00

Ayudante

Christian Palomares: cpalomar@dcc.uchile.cl

Objectives

Become comfortable with *object oriented programming*: Learn to *think with objects*

Learn the Java programming language: its syntax, idioms, patterns, and styles

Learn the *essentials of the Java class library*, and *learn how to learn* about other parts of the library when you need them

Objectives

Remember that this lecture is an introductory course

At the end of the semester, you will NOT be an experimented software engineer

Years of training and complementary lectures are necessary

... but at the end of the semester, you will probably be able to realize small (in times, effort, and resources) tasks

... and you shouldn't be ashamed of what you write

Important point to keep in mind

It is not enough just to write code that works. It is as important -- perhaps more important -- *to read code and write code well*; not merely code that works, but code that is legible, maintainable, reusable, fast, and efficient

Formalities

Régimen de clases

3 horas de cátedra

1.5 horas de docencia auxiliar

5.5 horas de trabajo personal

Evaluación

3 Tareas

3 Controles

Examen

Requisitos de Aprobación

Promedio de notas de los controles, las tareas y la nota del examen debe ser ≥ 4.0

Promedio de notas del proyecto debe ser mayor o igual a 4.0

$$NF = 0.6 * PNC + 0.4 * E$$

NF = Nota final

PNC = Promedio de Notas de control

E = Nota examen

Requisitos de Aprobación

Podrán eximirse del examen aquellos que tengan un promedio de controles ≥ 5.5 . En ese caso, la nota del examen será el promedio de los controles

El examen no reemplaza a la peor nota de control

Agenda

- 1.Introduction
- 2.Dealing with objects
- 3.Design by contract
- 4.A testing framework
- 5.Debugging and tools
- 6.Iterative development

Agenda

7. Inheritance and refactoring

8. GUI construction

9. Generics and annotation

10. Guidelines, idioms and patterns

11. A bit of C#

12. A bit of Smalltalk