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Administrivia

- One purpose of the syllabus is to spell out policies (next slides).
- Most other information will be on the Web, either on my home page ([here](#), office hours) or the course Web page ([here](#)).

A request: If you spot something wrong with course material on the Web, please let me know!

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Course FAQ

- “What will my grade be based on?” (See syllabus.)
- “When are the exams?” (See syllabus.)
- “What happens if I can’t turn in work on time, or I miss a class?” (See syllabus.)
- “What’s your policy on collaboration?” (See syllabus.)

Course FAQ, Continued

- “When is the next homework due?” (See “Lecture topics and assignments” page.)
- “When are your office hours?” (See my home page.)

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Note that part of my job is to answer your questions outside class, so if you need help, please ask! in person or by e-mail or phone. Some office hours will be “open lab” (times TBA). At those times I’ll be in one of the classrooms/labs ready to answer questions.

Course FAQ, Continued

- “What computer(s) can I use to do homework?”

Easiest option may be department’s Linux lab machines. There are others. You should have physical access (via your TigerCard) to four rooms containing such machines any time the building is open. You should have remote access to any that are booted into Linux.

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Returning students should already have accounts set up. (If you’ve forgotten your password, go to the ITS help desk and ask for it to be reset.) Accounts have been set up for new students. Username is the same as your Windows/ITS username; password has been mailed to you. To change it, open a terminal window and type `yppasswd`.

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What Is This Course About?

- Improve programming skills.
- Understand “object-oriented” paradigm.
- Learn (more) basic concepts — data structures, etc.
- Along the way — learn Java, use IDE.

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About the Readings

- Since we teach our first course in C, finding a good published textbook is difficult.
- Therefore — Dr. Lewis (who often teaches this course) is writing a book for the course. Available online (from Trinity computers only). Print a copy if you'd rather read paper!
- You should probably skim all assigned reading, but those with Java background will find some parts review.

“Object Orientation”?

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- A “programming paradigm” — contrast with procedural programming, functional programming, etc.
- No accepted-by-all definition, but most definitions mention encapsulation:
 - Data and functionality grouped together into “objects”.
 - Some data/functionality is hidden.
- Origins in simulation/modeling, where the goal is to model complex systems consisting of many (real-world) objects.
- (More about this next time.)

The Course Programming Project

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- Write an arcade-style game.
- Build on “game infrastructure” (a.k.a. “Lewis Magic Cloud”).
- Project goes a step at a time, with first steps fairly easy and a lot of flexibility.

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Game Basics

- “Player” — human-controlled moving entity.
- “Screens” — two-dimensional grids, make up playing field, side view or top view, can be linked together.
- “Blocks” — components of “screen” grids.
- “Game entities” — program-controlled entities, stationary or moving.

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To Do for Next Class

- Start reading the project description (on the Web, linked from “Useful links”).
- Think about what kind of game you want to write.

Minute Essay

- Tell me about your background:

If you took CSCI 1320 at Trinity, when and with what professor?

If not, what programming classes have you taken (high school or other), and what language(s) did you use?

Have you had any exposure to Java?

Have you had any exposure to a Linux/UNIX command-line interface?

- What are your goals for this course? Anything else you want to tell me?

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