

Slide 1

### Administrivia

- Reminder: Homework 7 design due today, code next week.
- Homework 8 (final version of game) due day of final. Description on Web.
- We need some “not accepted past” dates. I propose next Thursday (11:59pm) for Homework 1 through 6, next Friday (same time) for Homework 7, day of exam (same time) for Homework 8.
- Final is May 10 at 8:30am. Review sheet on Web. Review session Friday (May 7) at 4pm.
- Tentative office hours tomorrow and next week: Tomorrow 1:30pm to 2:30pm. Tuesday through Thursday next week 2pm to 4pm. Other times by appointment.

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### More Administrivia

- “What about our grades?” You will get information by e-mail as soon as I have it.
- Recall(?) weights from syllabus:
  - 50 points class participation (attendance).
  - 50 points quiz scores (lowest dropped).
  - 300 points exams (100 midterm, 200 final).
  - 480 points homework.

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### Course Recap — What Did We Do?

- Java basics.
- Object-oriented programming — polymorphism, inheritance, etc. Not stressed much in class, but game is a good example of a non-trivial o-o design.
- Basic ADTs — stacks, queues, trees (sorted and heaps); different implementations (arrays versus dynamic data structures using references).
- Recursion review.
- Tour of the Java libraries — GUIs, graphics, I/O; a very little about threads and networking.
- A fairly large programming project involving using someone else's code.
- To get a sense of what you learned — compare what you knew in January to what you know now.

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### Minute Essay

- How did the course compare to your expectations/goals? Did you learn what you hoped to learn?
- Was the book helpful? any comments for its author? would you have preferred a traditional printed textbook?