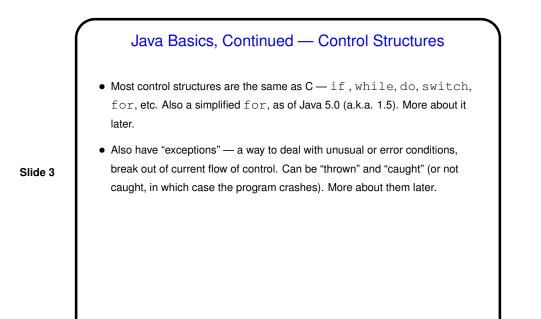


Slide 1

More Administrivia

• A little more about rebooting (or not) the machines in HAS 340! If a previous user has left a machine in the "locked by screensaver" state, you can bail out by pressing control-alt-backspace to restart X (the graphical subsystem) without disturbing background processes.

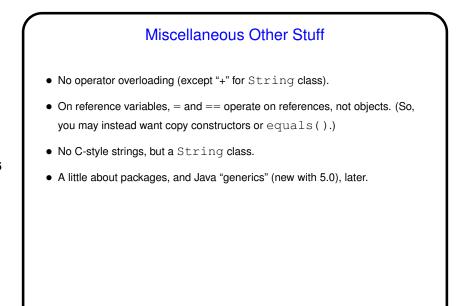
- If you log out from the "System" menu, it might be easy to shut down by mistake. Can put an icon on the task bar for logout to avoid this.
- Prox card access should be enabled now, so you should be able to get into the labs after hours. (Details in mail to CSMajors mailing list ask me if you didn't get it.)

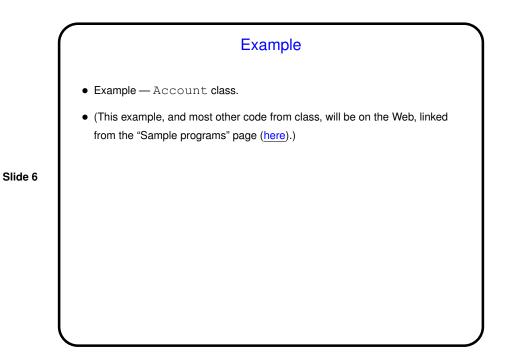


Arrays, Briefly
Syntax is like C, except for explicit new:

int[] x = new int[10]; creates 10 integers.
String[] args = new String[20]; creates 20 references to strings.

Arrays are "first-class" objects, with length variable.
Java checks for out-of-bounds array references.





UML Class Diagrams

• "Unified Modeling Language" — formal graphic representation of software analysis and design.

Many types of diagrams, some of which you'll probably encounter in other courses. Tools exist for drawing them, but worth noting that they were designed to be whiteboard-friendly.

Slide 7

• We will mainly use class diagrams:

need a Account.

- Box representing a class has name, attributes, operations.
- Subclass points to its superclass (represents the path to follow to figure out inheritance).



- Given a class, it can be useful to define specialized versions "subclasses".
- A subclass inherits attributes and operations from its superclass (which can in turn have a superclass ...).

• Subclasses also form "subtypes" - e.g., if CheckingAccount is a

subclass of Account, can use a CheckingAccount anywhere we

