

Wore Administrivia • *Please* do not reboot the machines in this room (HAS 340); people rely on their being available for remote access. Also be careful not to inadvertently shut them down when trying to log off. If a previous user has left the machine's screen locked, use control-alt-backspace to restart the graphical subsystem.

A Little More About Homework 1

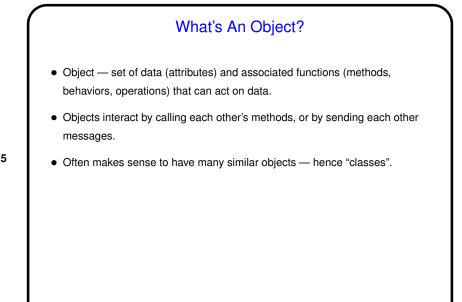
- Did you start reading the project description? Questions we should talk about now (briefly)?
- You're not committing yourself to anything at this point, but try to be as detailed as you can so I can try to spot potential trouble. Also good to think in terms of a basic design (not too ambitious) plus extras. Keep in mind that what you do has to fit into an existing framework. (That's actually one of the pedagogical goals.)
- What you will actually turn in is HTML documentation of your planned game's main class put it in your Local/HTML-Documentation and send me mail saying "ready to be graded". (Complete instructions in homework writeup.)

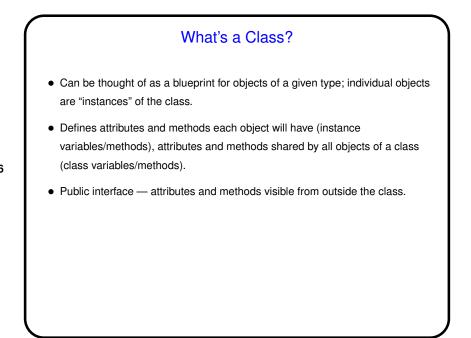
"Object Orientation"?

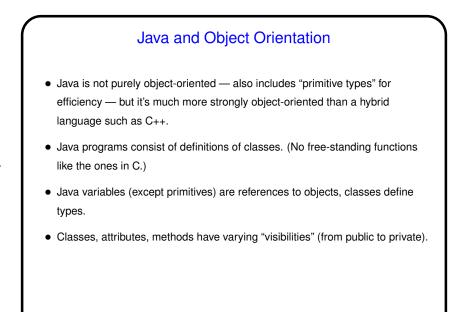
- A "programming paradigm" contrast with procedural programming, functional programming, etc.
- No accepted-by-all definition, but most definitions mention encapsulation:
 - Data and functionality grouped together into "objects".

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- Some data/functionality is hidden.
- Origins in simulation/modeling, where the goal is to model complex systems consisting of many (real-world) objects.

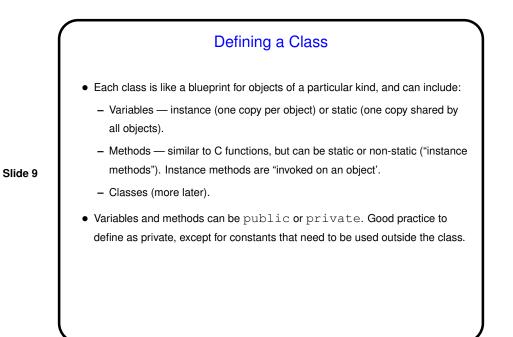


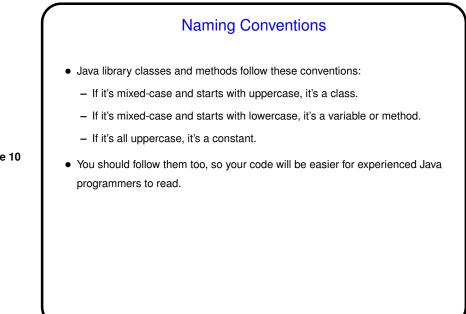


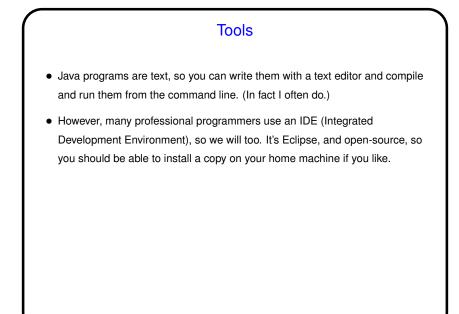


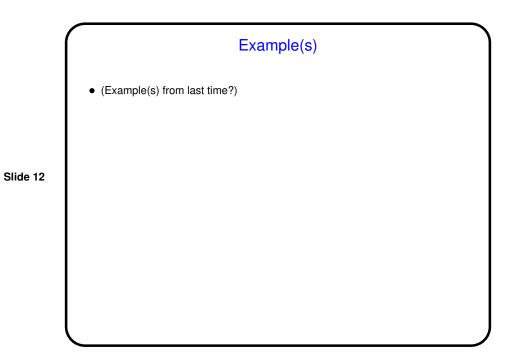
Program Structure In Java, everything (variables and code) is part of a class. Typically have only one class per source code file (exception is inner/nested classes — more about them later). Any class can have a main method that can be launched by the runtime system (more about that later).

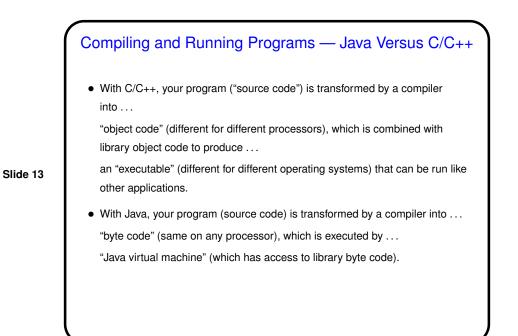
Slide 7

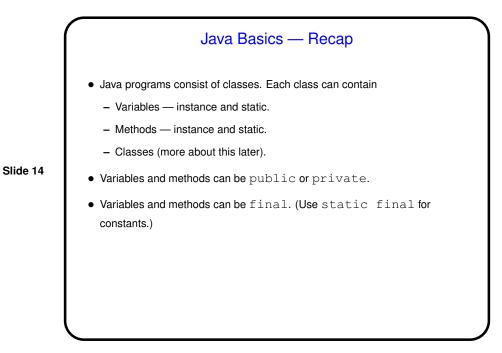


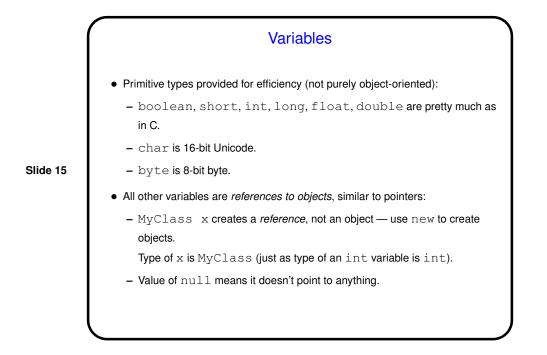


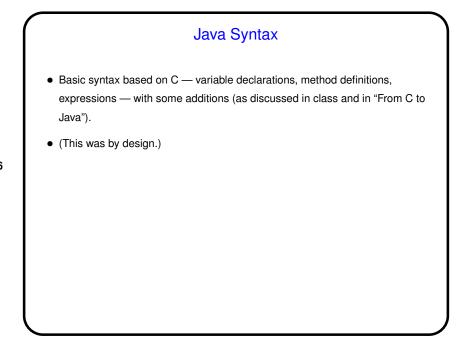


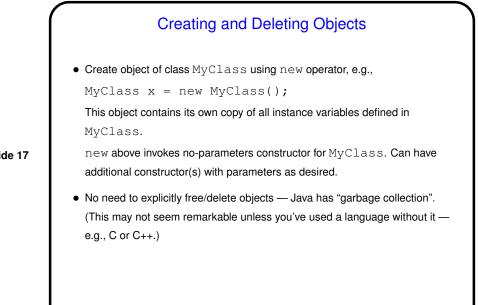


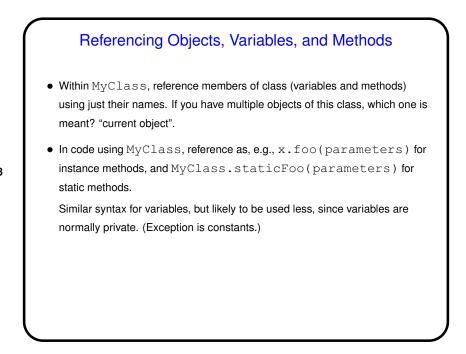


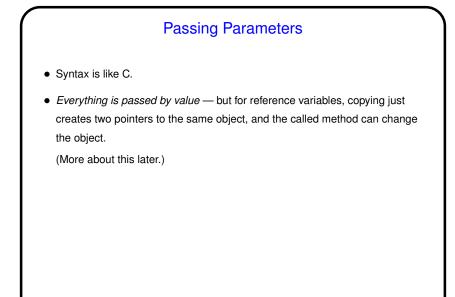












Comments Can use C-style comments, C++-style comments. One type of C-style comments are special — "documentation comments" or "Javadoc comments". These start with / ** and end with */, and the command-line tool javadoc turns them into HTML documentation similar to what Sun provides for the library functions. Use documentation comments to describe what people using your class need to know. Use other types of comments to document code itself — something that would be useful to humans reading it.

