

CS 251

Intermediate Programming

Brooke Chenoweth

University of New Mexico

Spring 2024

Contact Info

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Office: Room 2060 in Farris Engineering Center

Web site: cs.unm.edu/~bchenoweth/cs251

Schedule — Lectures (required)

- 11:00 am - 11:50 am
- MWF
- Centennial Engineering Center 1041

Schedule — Labs

Lab	CRN	Time	Day	Location
001	36966	2:00 pm - 2:50 pm	W	Centennial B146
002	32295	1:00 pm - 1:50 pm	F	Centennial B146
003	32296	2:00 pm - 2:50 pm	M	Centennial B146
004	34022	1:00 pm - 1:50 pm	W	Centennial B146

You may attend a different section, but please check with the assistant to make sure there is room.

Office Hours

- Office Hours: TBA
I've posted a survey on Canvas to find the classes preferences for days/times, remote vs in person, before choosing my office hours. Hours will be posted on the course website once determined.
- You may attend regular office hours without an advance appointment. If you want to meet at another time, make an appointment by email.
- Lab assistants have office hours, too! (Check course website)
- Feel free to ask any of the assistants for help.

Grading

- 60% Programming Assignments
- 30% Exams (midterm and final)
- 10% Lecture, quizzes, and participation

Assignments and Projects

- Assignments must be in Canvas to receive credit.
- It is your responsibility to make sure you submit the correct file.
- Don't wait until the last minute to submit.
- Submit early, submit often!

Extension Days

- Ideally, you'll never need to turn in an assignment late.
- However, life happens!
- You have 10 extension days to spend through the term.
- Max 3 days per lab assignment.
- Use them wisely.
- You don't need to ask before using regular extension days.
- Contact me if these will not be enough, preferably *before* you are late.

ARC Accomodations

- The Accessibility Resource Center provides accomodations with students with disabilities.
- For example: Extra time and/or quiet location for exams
- <http://arc.unm.edu>
- Please take advantage of their services if applicable

Canvas

- `http://canvas.unm.edu`
- Assignment submissions
- Discussion forum
- Surveys and quizzes
 - Welcome quiz/survey is there now!

Working Together

- Working together and helping one another on all projects is highly encouraged. This includes discussion of:
 - project specification
 - algorithms
 - data structures
 - test cases
 - **Not code!**
- Do *not* share code.
- It is considered cheating to leave your code (paper or electronic copies) where others can find it. You responsible for the security of your intellectual property.

Cheating

- Don't cheat.
- Using books, websites, other people as resources is expected, but document it.
- If unsure, talk to us first.
- Understand your code!
- Trying to “help” a friend by sharing your solution is also cheating.

Topics

- Objects and Classes
- Inheritance
- Interfaces
- IO
- Exceptions
- Collections
- Generic Types
- Enums
- Standard library packages
- Threads and GUIs
- Debugging and Profiling

Summary

- Go to class and labs
- Keep up with the websites
- Expect some sort of work each week
- Be proactive!
- Form study groups
- Ask questions
- The TAs are there to help you

To do

- Visit course website
 - Slides will be posted after the lecture.
- Visit Canvas site
 - Take welcome quiz and office hours survey
 - Visit discussion forum, introduce yourself
- Contact ARC if you need it

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An object encapsulates *data* and *behaviour*.

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In Java: methods