

## Welcome to

**COMP1500:** Introduction to Programming

**COMP7901:** Software Engineering



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## Week 1

**Lecture 1:** Introduction

**Lecture 2:** Objects and messages

**Java Genesis:**

–Ch1: Getting started

–Ch2: Exploring Java

**Lab Assessment 1** (deadline: week 5)

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## Teaching Team

**Lecturer and course coordinator**



**Roger Duke**

**Tutors**

**Geoff Foster**



**Wenyan (Wendy) Hu**



**Robyn Simpson**

**Patan Khan**

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## Course Content

- *Java Genesis* textbook
- 24 lectures
- 36 hours of supervised lab work
- 10 lab-assessment problems
- 3 assignment problems
- final practical exam
- final multiple-choice exam

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## Course Material

**On the course web site:**

- Course Profile booklet
- Lab Assessment booklet
- Assignments booklet
- (lecture notes, Quick Quiz questions, sample exam papers, challenge questions, .....

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## Textbook

**Duke and Salzman**

*Java Genesis* (2<sup>nd</sup> edition)

**Pearson Education Aust, 2004**

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Teaching Week	Date (Mon)	Java Genesis Study task	Assessment task (deadline)	Lectures
1	July 26	Ch. 1: Getting started Ch. 2: Exploring Java	Lab Assessment 1 (week 5)	1: Introduction 2: Objects and messages
2	Aug 2	Ch. 3: Basic programming constructs	Lab Assessment 2 (week 5)	1: Arithmetic operations 2: Iteration, for loops
3	Aug 9	Ch. 4: Control constructs	Lab Assessment 3 (week 5)	1: Coding algorithms 2: Control constructs
4	Aug 16	Ch. 5: Arrays (Section 5.4 is optional)	<b>Assignment 1 (August 20, week 4)</b>	1: Introducing arrays 2: Working with arrays
5	Aug 23	Ch. 6: Methods	Lab Assessment 4 (week 8)	1: Coding methods 2: Exploring methods
6	Aug 30	Ch. 7: Objects and classes	Lab Assessment 5 (week 8)	1: Creating objects 2: Case study
7	Sept 6		<b>Assignment 2 (September 10, week 7)</b>	1: Objects and methods 2: Case study
8	Sept 13	Ch. 8: Inheritance	Lab Assessment 6 (week 10)	1: Intro to inheritance 2: A day at the zoo
9	Sept 20	Ch. 9: Graphics and event handling	Lab Assessment 7 (week 10)	1: Displaying graphics 2: Handling events
	Sept 27	(mid-semester break)		
10	Oct 4	Ch. 10: Graphical components	Lab Assessment 8 (week 12)	1: Hunting the treasure 2: Building a calculator
11	Oct 11	Ch. 11: Exceptions and files	<b>Assignment 3 (October 15, week 11)</b>	1: Exceptions 2: File I/O
12	Oct 18	Ch. 12: Applets	Lab Assessments 9 and 10 (week 12)	1: Applets 2: The sample exam
13	Oct 25		Practical exam in labs	no lectures 7

## Assessment

- **10 lab assessments @ 2% each** 20%
- **3 assignments @ 10% each** 30%
- **final prac exam** 30%
- **final multiple-choice exam** 20%

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## Lab Assessment

- There are 10 lab assessment problems each worth 2%.
- To earn your 2 marks for a lab assessment problem, demonstrate your solution to a tutor in the labs before the deadline.
- **Late assessment will not be graded.**

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## Assignments

- There are three assignment problems each worth 10%.
- Submit your solution code to the problem before the deadline (submission is online).
- **Late assignments will not be accepted.**

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## Practical Exam

- There will be an open-book practical exam of 2.5 hours duration worth 30%.
- The prac exam will be held in the labs during Week 13.
- Designed to test practical skills and knowledge.

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## Multiple-choice Exam

- There will be a closed-book multiple choice exam of 1 hour duration worth 20%.
- This exam will be held during the exam period.
- Designed to test your understanding of the semantics (i.e. the meaning) of Java code.

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## Grading the Course

- To get a 7 for the course you will need a 7 in both continuous assessment and the exams.
- If you get a 4 for the exams you will not get better than a 5 for the course.
- **You must pass the prac exam (15/30) or the prac and multiple-choice exams combined (25/50) to pass the course.**

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## How Grades are Determined

Let E be the mark for exams (out of 50).

Let T be the total mark (out of 100).

- For a 7 require  $E \geq 45$  and  $T \geq 90$ .
- For a 6 require  $E \geq 40$  and  $T \geq 80$ .
- For a 5 require exams passed and  $T \geq 70$ .
- For a 4 require exams passed and  $T \geq 50$ .

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## Lectures

**Lecture 1: Tues 12 noon in 23-1 (Abel Smith)**

**Lecture 2: Fri 12 noon in 50-1 (Hawken Eng)**

lectures will be tutorial in nature and concentrate on discussing ideas

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## Labs

- **78-122** is always available (space permitting)
- there will be one or two tutors in this lab for 10 hours each week
- feel free to go to the lab at any time

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Start time	Mon	Tues	Wed	Thurs	Fri
9					X
10					X
11		X			X
12		L			L
2		X			X
3		X			
4		X			X
5		X			

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## Assumed Background

- Basic familiarity with Windows
  - understand folders and files
  - do basic text editing
  - save files in specific folders
  - open and close applications

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## Our Approach to Java

- learn Java by **doing** Java
  - **explore** Java code
  - **experience** its effect
  - **experiment** with coding ideas
  - **emulate** good coding practice

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## How to study this course

- Work through *Java Genesis* at your own pace attempting all the problems.
- Hints are supplied to the problems: don't look at the hints until you have finished the problem unless you are really stuck.
- Tackle the assessment and assignment problems only after completing the relevant chapters of *Java Genesis*.

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## Website and Newsgroup

- **course home web page:**  
<http://www.itee.uq.edu.au/~comp1500/>  
or  
<http://www.itee.uq.edu.au/~comp7901/>  
Notices and grades will be posted on the web page. **Check this site regularly.**
- **course newsgroup:**  
[uq.itee.comp1500](mailto:uq.itee.comp1500) or [uq.itee.comp7901](mailto:uq.itee.comp7901)

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## Email

- **course email address:**  
[comp1500@itee.uq.edu.au](mailto:comp1500@itee.uq.edu.au)  
or  
[comp7901@itee.uq.edu.au](mailto:comp7901@itee.uq.edu.au)

**Note:** if we need to contact any student individually we will do so by email.

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## Equipment - some questions

- Will you need a computer at home?
- If so, what kind of computer?
- CD-ROM containing Java JDK 1.3 and Kawa 3.51a available for overnight loan from the main office in building 78.

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