
CSE 142

Wrap Up and Look Ahead

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What Did We Learn in CSE142?

- **Objects** – a fundamental way of modeling the world
 - Properties
 - Responsibilities
- **Implementing objects as instances of classes**
- **Classes** – the fundamental unit of programming in Java
 - State – instance variables for object properties
 - Methods – units of code that implement responsibilities
- **Specification and implementation**

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What Did We Learn in CSE142?

- **Variables, types, and expressions**
 - Primitive types – int, double, char, boolean, ...
 - Reference (object) types – defined by classes
- **Object creation – new and constructors**
- **Declarations and Scope**
- **Control flow**
 - Making decisions – if
 - Repetition (iteration) – while, for
 - Method calls

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What Did We Learn in CSE142?

- **Collections (ArrayList) and iterators; arrays**
- **Some basic algorithms, including binary search, sorting, image processing**
- **Relationships between classes**
 - Inheritance – is-a
 - Superclasses and subclasses
 - Method overriding
- **Method overloading**
- **Introduction to recursion**

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What Next?

- **CSE 143 – Programming II**
- **Direct continuation of CSE 142, also using Java**
- **Larger projects, intense, time-consuming...
... but rewarding**
- **5 credits**
- **Prerequisite for all further CSE courses**

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CSE143 Contents

- **Picks up right where CSE142 leaves off**
 - New topics, and more depth on others started in CSE142
 - By the end, you'll be able to do whatever you want with standard Java
- **Programming topics**
 - Full treatment of class relationships, inheritance, interfaces, and types
 - Event-driven programming, user interfaces (Java Swing), callbacks
 - Exception handling
 - Streams, files, I/O (maybe even a little networking)
 - Divide and conquer algorithms using recursion
- **Basic data structures and implementations**
 - Lists, stacks, queues, trees, dictionaries
 - Implementation tradeoffs and basic algorithm analysis

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Beyond CSE143

- **Computing-related majors**
 - Computer Science (Arts & Sciences)
 - Computer Engineering (College of Engineering)
 - ACMS – Applied Computation & Mathematical Sciences (A&S)
 - I-School (Information technology)
 - Information Systems (Business school)
 - Software Systems (UW Bothell & Tacoma)
- **CSE courses for majors and non-majors**
- **Certificate programs through UW Extension**
(languages, internet, windows, ...)

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So That's It!

- **Why CSE142? Why College?**
 - Balancing training for the first job vs education for a 40-year career
- **Computing is a half-century old, what will the next 50 years bring?**

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