
CSE 143 Java

Welcome!

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Outline for Today

- Course Overview
- Goals
- Administrative details
- Workload and grading
- Resources

This information is largely included in today's handouts, and is on the web

No need to copy down – relax and enjoy!

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Staff

- Instructor: Martin Dickey
dickey@cs.washington.edu
Sieg 423b, office hours TBA
- TA's: Rob Drollinger, Danielle Farrar, Chris Fitzner, Sam Kim, Travis Krick, Bryan Nelson, Tapan Parikh, Dave Richards, Ian Simon, Gary Yngve
cse143-ta@cs.washington.edu (goes to all TAs and the instructor)
- IPL Consultants: once we get their hours worked out, we'll post a schedule.
- Course administrator: Pim Lustig
cse143-admin@cs.washington.edu
- Everyone:
cse143-staff@cs.washington.edu reaches entire staff

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Can't Get In?

- Lots of space at 8:30! Tell your friends to sign up.
- No waiting list/entry codes
- Non-matriculated students, grad students, registration problems – please see Pim Lustig (Sieg 114).

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Java!

A modern approach to programming including

- Objects everywhere; classes, interfaces, polymorphism
- Exceptions
- Streams and networking support
- Garbage collection
- Specifications, design by contract support
- Rich set of standard libraries
- Documentation tools and standards, on-line library documentation
- We'll use Sun's Java SDK 1.4.0_03
 - Also OK: 1.4.0_01, 1.4.0_02
 - 1.4.1 is the latest, but may have compatibility problems
 - 1.3 will *not* do.
 - J++ (Microsoft) will *not* do
 - Please update your software!
 - Details: *Computing at Home* page



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Are You Ready?

- Course is a direct continuation of CSE 142 Java
- Must have a firm grasp of Java basics
 - including classes, objects, statements, expressions, methods, parameters, arrays, etc.
 - concepts and terminology as well as being able to use in programs
- No systematic review
- Look at old CSE 142 web pages – you should be able to handle those assignments and exams
- What if you took the C version of CSE 142? Or took 142 elsewhere?
 - Let's talk about that now
 - Not sure?
 - Sit in on both for a few days
 - Try the first 143 assignment
 - We'll help you switch to 142 if that's your decision

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Content Overview

- Classes
- Interfaces and inheritance
 - class hierarchies; overloading and overriding
- Exceptions and error handling
- Streams and files
- Data structures (arrays, lists, queues, stacks, sets, maps, trees, tables)
 - Multiple implementations
- Introduction algorithmic complexity
 - Applications to implementation tradeoffs
- Recursion
- Searching & Sorting
 - As applications of everything listed above!
- Graphics and drawing
- Graphical user interfaces & event-driven programming
- And Much Much More!

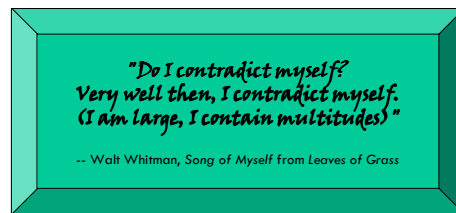
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Course Objectives

- This *is* a programming course
- This is *not* a programming course



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Is it or Isn't it?

- This *is* a programming course
 - The key goal is learning to program **well**, not just getting stuff to run
 - Good design, good organization, good style
 - Good algorithms, meaningful efficiency
- This is *not* a programming course
 - Lots of Java features won't be covered
 - See Java reference books for full descriptions of the Java language
 - We cover the parts of Java that support good programming
 - Many important computer science topics
 - Some related to programming, but broader than Java
 - Data structures, algorithms, complexity analysis, software engineering...
- Fact:: writing programs that work perfectly isn't enough to get a perfect grade (!)

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My Goals for You

- Take you to the next technical step in programming
- Challenge you with material of considerable intellectual content, and with projects of considerable complexity.
- Develop your ability to learn independently
- Develop your ability to learn cooperatively
- Develop your ability to deal with incomplete and ambiguous information
- Increase our awareness of larger issues surrounding the use of information technology in our world
- If possible, make it fun. If possible...

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My Goals For Myself

- Top goals for the course:
 - Help all of you learn
 - Keep the course on track
 - Make the homework projects interesting
 - Make lecture and section events you look forward to!
- Plus some more personal goals...
 - Learn some more Java myself
 - Make better use of technology in the classroom
 - Refine some teaching techniques
 - Take lots of pictures
 - And... learn a bunch of names!

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Course Organization

- 3 lectures per week (MWF)
- Quiz section twice per week (T & Th)
 - Exercises, review, discussions, etc.
 - Be sure to enroll in one of the quiz sections for this lecture (Jx)
- Frequent quizzes
 - To keep you up with the reading and assignment instructions
 - To test mastery of current material
 - To provide TAs and me with feedback

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Assignments

Typically (but not always!) due Wed. night 9pm (electronic)
and/or in sections Thursday morning (written)

- Primarily fairly substantial programming projects
- Some written problems and short programming drills
- Assignments will more complex than in CSE142
Assignment directions, too!
- No late assignments accepted

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Academic (Mis)conduct



- Goal: balance the following
 - **Learning:** each student must do the work to learn effectively
 - **Cooperation:** people learn best when they can cooperate with others
 - **Fairness and honesty:** Nobody should ever represent the work of someone else as their own or try to claim credit for it
- Policy
 - You must do assignments by yourself (unless explicitly stated otherwise in an assignment)
 - You may discuss general approaches and ideas with others, but
 - You **may not ever** give code to or receive code from others
- We check this and act when trouble is discovered
- Use your common sense and ask first if unclear

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Exams & Quizzes

- Exams
 - 2 midterm exams in class; tentative dates: TBA
 - Final exam: Wednesday, March 19
- The exams will not be given on any other days. Don't make plans which would take you away!
- Format: mixture of short answer, short essay, multiple choice, programming
 - Students often describe the questions as tricky...

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Grading

- Grade distribution (subject to change)
 - 29% homework assignments
 - 14% + 16% midterm exams
 - 24% final exam
 - 12% quizzes
 - 5% participation and service
- Class is curved
 - Median of final course grades is around 3.0
Maybe a bit higher when there are a lot of drops
 - Why?

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Grading

- Assignment and quiz grading will be very coarse
- No partial points
- Typical scale:
 - 4, 3, 2, 1, 0 for assignments
 - Occasionally may use 0..1 or 0..2, etc.
 - Mastery || Good Job! || On the Right Track || Honest Effort, but... || Really, Now!
 - Separate scores for Operation/Practice
 - I.e., Yes! style matters
- Quiz question grading: usually right or wrong

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Disconnect?

- The parts of the course have different goals and styles
 - May seem disconnected from one another
- Tests vs. projects
 - Each measures things that the other can't
 - Tests may seem hard even when homework doesn't!
 - Homework may require learning about topics not covered in lecture
- Lectures vs. homework
 - Lectures may cover topics not practiced in homework
 - Lectures cover concepts and examples; will rarely talk about homework
 - Lectures sometimes mathematical, homework rarely so
- Quiz sections
 - active learning, practice, and review of recent topics



"...I am large, I contain multitudes..."

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Resources to Help You Succeed

- Course staff
 - Your TA is your primary contact, but please feel free to talk to any of us
 - Especially:* don't leave me lonely in office hours!
 - I'll try to be available right *after* class for as long as there are questions but *before* class, it's panic time. Please forgive me in advance if I'm grouchy then.
 - Consultants in the IPL
 - A limited resource!
- Help each other! Form study groups, spend time on the bulletin board, etc.
 - Of course, within the academic conduct guidelines...
- Undergraduate advisors, for general questions about the CSE programs (Sieg 114)
- College of Engineering has some special resources for women and minorities

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For Reading and Study

- Lecture slides and course notes
 - **Alert!** Not all lecture material is on the slides!
 - Slides used will be posted on the web
 - NOT distributed in lecture
- Textbook: Next slide
- Other Material
 - Possibly handouts
 - All e-mail announcements, assignment descriptions, etc. should be considered required reading. They could even be tested on!

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Textbooks

- Textbook: Niño & Hosch, *An Introduction to Programming and Object-Oriented Design using Java*, Wiley, 2002
 - **Alert!** We won't follow the book very closely!
 - There will be reading assignments from this book.
 - If you choose not to buy it, be sure you have access to a copy
 - Covers material from both CSE142 & CSE143 – good review source
 - Will not always match our way of doing things, or our order!
- Another good recent book: Riley, *The Object of Data Abstraction and Structures Using Java*.
 - Source of additional explanations and examples
 - Slightly more up to date

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Communicating Electronically

- Course web site
- www.cs.washington.edu/education/courses/143/02wi-java/
 - Message Board: will be linked from Web site
 - UWNNetID required
 - Open discussion – please contribute!
 - Course staff monitors and contributes as needed
 - Email to us
 - Addresses on the web
 - Email works better for some things than other
 - E-mail from us
 - Sent directly to your UWNNetID account
 - We'll try to keep the spam to a minimum, but... please read what we do send!

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Computing Facilities

- Introductory Programming Lab (IPL)
 - Mary Gates Hall 334
 - CSE 143 consulting staff in IPL
 - Hours posted on the web
 - Goal is to provide quick help when you're stuck and have already tried to diagnose and fix the problem
- Computing at home
 - Java software and tools are freely available for download
 - Java version MUST be 1.4. Install entire SDK
 - You're free to use any Java development environment
 - Recommended: Bluej or DrJava
 - See Computing At Home page for links and details
- Even if you plan to compute at home, learn your way around the UW labs

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Your First CSE143 Assignment

- Required reading:
 - syllabus, academic conduct policy page.
 - Do this before quiz section tomorrow!
 - Either buy or make sure you have access to a textbook
 - Read chapters 1-4 of the textbook
- Browse rest of web (still pretty incomplete)
 - Find the first day's slides
 - Visit the bulletin board (when linked) and find the announcements archive (two separate things!)
- Install the needed software on your home computer
 - and/or visit a campus lab and locate the software
- Start lining up project partners. It does not have to be someone you already know!
- Watch the web for more about Project 0.
- (After tomorrow) *memorize* your quiz section # and TA's name

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