CSCI 136:
Data Structures
and
Advanced Programming

Lecture 3

Program Design

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Williams

Topics

- Quiz Answers
- Program design
- Program logic in Java
- Scanner

Java is Object-Oriented

- OO is a **system** for writing code that has properties **highly valued** by software engineers.
- Those properties are:
  - **Code reuse**
  - **Modularity**
  - **Data abstraction**
- It is sometimes said (**incorrectly**) that OO is about "modeling the real world."
- OO is a very big topic, and it takes awhile to master all the pieces.
- For now, we are going to focus on **data abstraction**.

If you don't understand all these words just yet, **don't worry**.

Your to-dos

1. Reminder: lab meeting tomorrow, **in person!**

WOOHOO!!!

2. Lab 1, **due Tuesday 2/15 by 10pm**.
3. Read **before Fri**: Bailey, Ch 1.5-1.10.
4. Study for quiz on Friday

Quiz Solutions

True or false: lab attendance is mandatory in this course

True   (100% got this)

What should you do if you need to take a late day for a lab?

Fill out the "late day" google form   (96% got this)

Which of the following activities are typical for the out-of-lecture workload for this course?

Complete the assigned reading

Review materials for quizzes andexams   (98% got this)

Complete the weekly labs

Nim

- Game starts with **random** piles.

- Each player removes **one or more** objects from **ONE** pile.

- The last player to remove the **last object wins**.

Let's build this together

Recap & Next Class

Today:

- Program design
- Program logic in Java
- Scanner

Next class:

- Classes and objects