Programming II (CS300)

Course Information

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Fall 2018
Outline

► Welcome to CS300 Fall 2018

► Course General Presentation

► Present Yourself through Top Hat

► Brief Introduction to Abstraction
Programming II – CS300

Course Description

This course introduces:

- Principles and practices of Object Oriented (OO) programming, analysis and design
- Fundamental concepts in advanced data structures
- Programming components will be completed using Java
Students Learning Outcomes

- Understand Object-Oriented thinking paradigm
- Understand the Concept of Class hierarchy and polymorphism
- Have a better comprehension and use of abstraction and encapsulation
- Learn how to throw and handle exceptions
- Learn to design, implement, and use generic classes and methods
- Learn the principles of efficient code re-use
- Be able to design and build simple Graphic User Interfaces (GUI)
- Be able to list and implement the common operations for List, Stack, Queue, Priority Queue, and Binary Search Tree Abstract Data Types (ADT)
Programming II – CS300

- **Textbook**
  - Java Zybooks

- **Logistics and Contact Information**
  - For information about
    - Course Syllabus and Schedule,
    - Assignments, Exam dates, Resources,
    - Office Hours and Contact information

- **Use Piazza**
  - Course discussions
  - Course Announcements

**Be careful!**
It is strictly prohibited to share source code on Piazza