

Computer Science 32 Object-Oriented Design and Implementation (in C++ on Linux)

- Pre-requisite: CS 24
 - So already know much C++ including object-based fundamentals: classes and ADTs
 - Also familiar with at least some Linux usage
- Designed for 2nd year CS pre-majors
 - Others welcome if pre-req. met and space permits
- Primary goal: ready for CS 48 & upper div. CS

Course structure

- Cover all of Reader + key chapters of Textbook
- *Mixture* of OOP/C++ and OS topics (not sequentially)

OOP/C++	OS/Linux	
Intro. OOP and OO design	Intro. OS and Unix	
Classes – basics	Processes	⇐ Exam 1
Classes – advanced	Tools and pgm. building	
Inheritance, polymorphism	Memory concepts	⇐ Exam 2
Templates and STL	Libraries	⇐ Exam 3

Requirements

- 3 exams (no final exam) – 25 percent each
 - Probably Thursday, October 18
 - Probably Thursday, November 8
 - Probably Thursday, December 6
- Labs/assignments/quizzes – 25 percent
 - Lab attendance is monitored and counts toward grade
- Students are responsible for monitoring changes to course web pages too
- Questions?

To Do – first week

- Readings #1 and #2 (from Reader)
 - In general, read ahead of lectures
- Attend *your* assigned lab section *next week*
 - First week's labs were cancelled
- Verify CSIL access *well before* next Thursday
 - Need a user account @engineering.ucsb.edu (@cs is an alias) – apply online if you don't already have one
 - Change password as required – sign on and play a bit with Linux commands (see Reading #1)