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 majors
- Primary goal: prepare for CS 48, 56, 130A, …

Course structure

- First: review CS 24 topics, and some sorting algorithms
- Rest of course: *mixture* of OOP/C++ and OS topics
  - Covering all of Reader plus key chapters from 2 Textbooks:

OOP/C++	OS/Linux
Heap/hash review, sorting	Intro. OS and Unix
Intro. OOP and OO design	Development tools
Class design	Processes
Inheritance	Program building
Polymorphism	Memory concepts
Templates and STL	Libraries

Requirements

- Labs and other assignments – 40 percent
- 3 exams (no final exam) – 60 percent total
  - Best of three counts 28%, middle 20%, lowest 12%
  - See online Syllabus for the planned schedule (and know it is subject to very rare changes)
- Students are responsible for monitoring changes to <u>course web pages</u> too
- Questions?

To Do – first *week*

- Review chapters 12-13 from CS 24 textbook
  - Start looking at chapter 15 too (upcoming project)
- Get the Reader from SBPrinter
  - Read #1 and #2 for next week's lectures
  - In general, read ahead of lectures
- No labs tomorrow (Tue. 10/3), but …
- Verify CSIL access *well before* next Tuesday
  - You need a user account @engineering.ucsb.edu (@cs is an alias) – apply online ASAP if necessary
  - Sign on and play a bit with Linux commands (see Reading #1)