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:

<table>
<thead>
<tr>
<th>OOP/C++</th>
<th>OS/Linux</th>
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</thead>
<tbody>
<tr>
<td>Heap/hash review, sorting</td>
<td>Intro. OS and Unix</td>
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<tr>
<td>Intro. OOP and OO design</td>
<td>Development tools</td>
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<td>Class design</td>
<td>Processes</td>
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<td>Inheritance</td>
<td>Program building</td>
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<td>Polymorphism</td>
<td>Memory concepts</td>
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<tr>
<td>Templates and STL</td>
<td>Libraries</td>
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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 course web pages 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)