

CS1110. Lecture 2, 3 Sep 2009. Objects & classes

Reading for this lecture: Section 1.3. It's most important that you **study this section over the weekend** and **practice** what is taught using DrJava.

PLive: Activities 3-3.1, 3-3.2, 3-3.4 (not 3-3.3), 3-4.1, 3-4.2.

Summary of lectures: On course page, click on "Lecture summaries".

Reading for Tuesday, 8 Sep. Sections 1.4, (p. 41); 13.3.1 (p. 376).

Quote for the day:
Computers in the future may weigh no more than 1.5 tons.

—Popular Mechanics, forecasting the relentless march of science, 1949



CMS: Course Management System.

Maintain grades, handle submitted assignments, post grades, handle regades, etc. Developed by the CS Department. Java based.

Note: if you have not been receiving emails from us, sent out from the CMS, then either:

1. You are not registered in the CMS. Email Maria Witlox mwitlox@cs.cornell.edu and ask her to register you. She needs your netid.

2. Your email is bouncing. Your Cornell system is not set up correctly or the place to which you forward us is having trouble. Best thing to do:

email yourself, at netid@cornell.edu, see what happens, and fix it.

AEWs

Sign up for the 1-credit AEW sections for CS1110.

Two hrs per week.
Nothing else.
Not remedial.

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Two aspects of a programming language

- Organization — structure
- Procedural — commands to do something

Example: Recipe book

- Organization: Several options; here is one:
 - Appetizers
 - list of recipes
 - Beverages
 - list of recipes
 - Soups
 - list of recipes
 - ...

- Procedural: Recipe: sequence of instructions to carry out

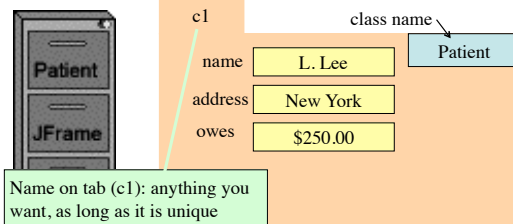
Parts to this course

structural
objects
classes
methods
inheritance

procedural
assignment,
return,
if-statement
iteration (loops)
recursion

miscellaneous
GUIs
exception handling
Testing/debugging

A class is a file-drawer. Contents: manila folders, each containing the same kind of information

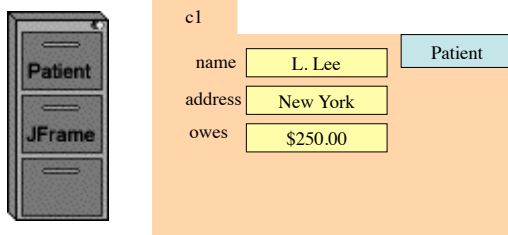


manila folder: an **object** or **instance** of the class

name, address, owes: **variables**, called **fields** of the folder

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A class is a file-drawer. Contents: manila folders, each containing the same kind of information

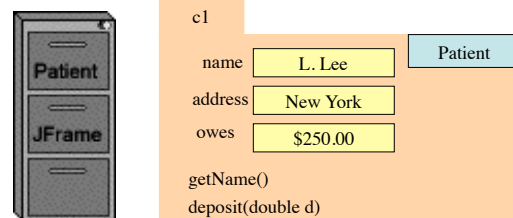


Instructions to be carried out by different people:

change the name, get the name, bill the patient, receive money from patient, insert teeth xrays into the folder, ...

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A class is a file-drawer. Contents: manila folders, each containing the same kind of information



Instructions to be carried out by different people: methods.

getName is a **function**; it returns a value.

deposit is a **procedure**; it does some task, doesn't return value

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