# Computer Programming Course Overview

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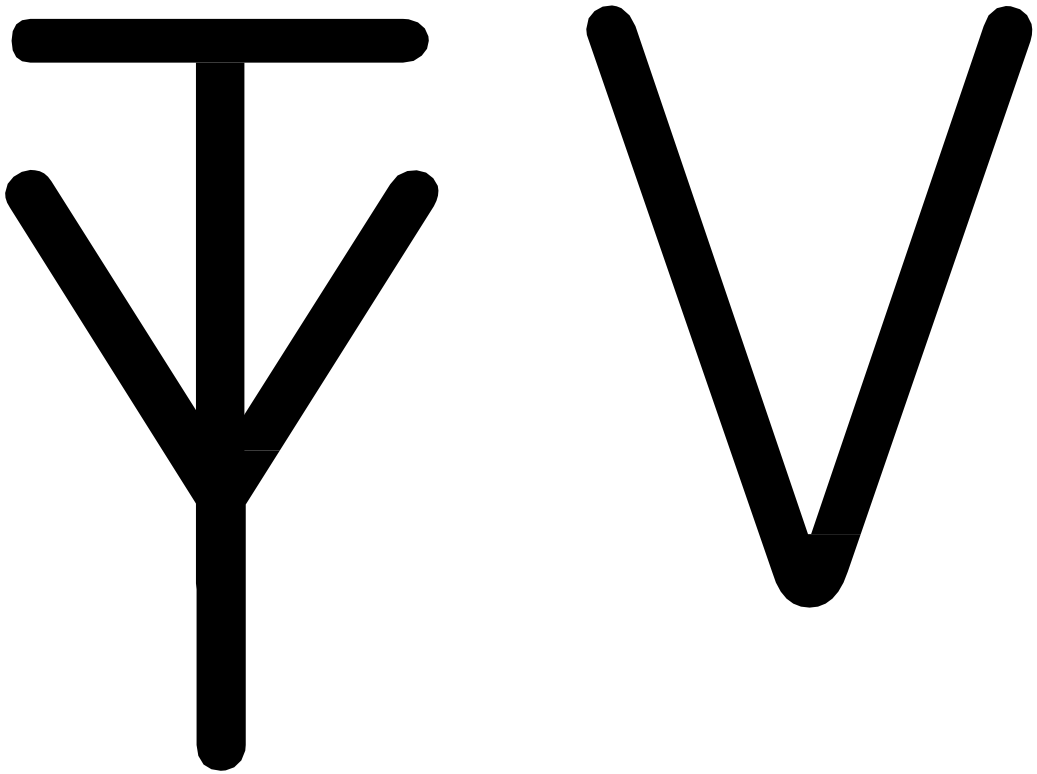
# Outline

- ✓ Greeting
- ✓ Prologue
- ✓ Lecture Goal
- ✓ Overview
- ✓ Q&A

# Prologue

- ✓ Excellent Choice
  - Computer Science & Engineering
    - ✓ High Demand
    - ✓ Interesting
    - ✓ Sense of Mission

# Prologue Cont'd



# Lecture Goals

- C++ & Java Programming
- Understanding the Object-Oriented programming principles
- Acquiring good programming styles
- Learning C++ & Java Object-Oriented programming methodologies
- Considering the basic interaction in execution between the programs and the underlying computer systems
- Solving complicated problems by making C++ & Java programs

# Lecture Plan

- ✓ Overview
- ✓ Object-Oriented Programming Principles
- ✓ Good Programming Style
- ✓ C++ Basics, Data Types & Pointers
- ✓ C++ Name Spaces & Operator Overloading
- ✓ C++ Class Derivation and Inheritance
- ✓ C++ Templates & Standard Library
- ✓ C++ Runtime Type Identification
- ✓ C++ Exception Handling

# Lecture Plan Cont'd

- ✓ Java Classes, Objects & Packages
- ✓ Java Methods, Operators & I/O
- ✓ Java Access Control
- ✓ Java Inheritance & Polymorphism
- ✓ Java Interfaces & Exception Handling
- ✓ Java String, Array & Containers
- ✓ Java Toolkits
- ✓ C++ vs Java
- ✓ Design Patterns

# Course Web Page URL

http://dcslab.snu.ac.kr/courses/cp2020s/