COMP 151: Object Oriented Programming. Lecture 1.
Spring Semester – 2001

Lecturer: Dr. Mordecai Golin
golin@cs.ust.hk, Rm 3559, 2358–6993
Lecture Hours: MWF 14:00 – 14:50, Room 4334

TEXTBOOK : *C++ Primer (3rd Edition)*, Stanley B. Lippman and Josee Lajoie, Addison-Wesley, 1998. ISBN: 0-201-82470-1.

REFERENCE BOOKS : There are many possible good reference books available in the library. Please see the course web page for a listing.

LABORATORY EXERCISES: There will be one two-hour laboratory per week that will involve some simple exercises to familiarize you with the concepts taught in class. You will be expected to submit your results electronically by the evening of the day that your lab takes place. More details and submission instructions will be found on the class web site. Lab results will be graded on a scale of 0,1,2.

COMPUTER ACCOUNTS You will need to do your class work on your CS department UNIX accounts. All CS and CPEG students should already have such an account.

The URL *http://www.cs.ust.hk/cssystem/UG/* provides general computing information for undergraduates taking CS classes. Click on the link *Unix Help for CSD UGs* to find out more about how to use UNIX. Once there, click on *CSD-HKUST local UNIX environment* for information about how to access your CSD UNIX account. If you have any trouble, please contact *cssystem@cs.ust.hk*.

PROGRAMMING ASSIGNMENTS: There will be three programming assignments. Assignments are due at the beginning of class on the due date. Late work will not be accepted except in the case of medical or other emergencies.

ACADEMIC HONESTY: All the work that you turn in should be your own; copying from someone else or allowing someone else to copy from you is illegal. Anyone caught cheating will get zero marks for the assignment, as well as a 10% deduction from the final grade for the first time. Anyone caught for a second time will be confronted with a 20% deduction. And so on.

WORKLOAD AND GRADING : Your final grade will be based upon your performance in the Laboratory Exercises (10%), Three Programming assignments (30%), Mid-term (25%), and Final (35%).

WEB PAGE: Copies of the handouts and other class-related material will be available at

http://www.cs.ust.hk/~golin/comp151.html

TENTATIVE LIST OF COURSE CONTENTS

1. Preliminaries: Introduction to OOP
2. Data Abstraction
3. Separate Compilation
4. Classes
5. Inheritance
6. Overloading
7. Pointers
8. Templates
9. Generic Programming