

Lecture Topics

[Topic 00] Course Introduction

Next:

[Topic 01] Introduction to Java

[Topic 02] Basic Progr. Structures

[Topic 03] Objects and Classes

[Topic 04] Inheritance

[Topic 05] Interface and Inner Classes

[Topic 06] Exception Handling

Lab Contents and Deadlines

Lab Contents

Lab01.pdf, Given files

Q1-2 A Java class - Day, *Q1_Explain.pdf*

Q3 Programming Graphics mode

Q4 OO sample: Library Program *(link)*

Q5 Day.previous

Q6 OO Programming from C++ to Java

If you use DOs in the OO Lab

Submission deadlines

Lab01 Q1: Due

Lab01 Q2: Due

Lab01 Q3,4: Due

Lab01 Q5: Due

Lab01 Q6:

[Java Version A] Due