



Introduction to Programming and Object-Oriented Design Using Java

Jaime Niño, Frederick A. Hosch

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- * Objects First Approach. Students learn to design with objects from the start. In more traditional approaches, students first learn "programming basics in the context of procedural programming in the small." Since this frame of reference is essentially useless when attacking large-scale problems, students must later "re-learn how to approach problems. Instructors can present material from a point of view that will "make sense" throughout the curriculum. Presentation and justification of programming principles and good techniques is easier.
- * Emphasis on the distinction between class specification and implementation. Students learn to develop coherent class specifications early on, and to build components that conform to carefully defined, consistent specifications. The result is more maintainable, error-free code.
- * Early emphasis on testing and test-driven implementation. Students develop a habit of testing as part of the implementation process. Testing is essential to ensure quality programs.
- * Current presentation of object-oriented design and Java. Students benefit from seeing general approaches to commonly occurring design patterns in a specific, well-defined context. This will also make it easier for students to "get the point" when such topics are introduced in upper-level design and software engineering courses. Other features include an emphasis on event-driven interfaces, rather than traditional procedural I/O; informal use of standard UML notation
- * Optional interactive exercises are designed for use with the open-source DrJava integrated development environment (IDE) - a popular tool for compiling and testing programs



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