

CS 142 Object-Oriented Programming



1/12/2015

CS 142: Object-Oriented Programming
Fall 2014

3

Class Website

http://cs.rhodes.edu/welshc/COMP142_F14/



1/12/2015

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Fall 2014

2

What is this class about?

- Learning more complex programming concepts.
- Use C++ language.
- Schedule
 - Object-oriented programming
 - Python to C++ introduction
 - New C++ concepts



1/12/2015

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Fall 2014

3

Textbook

- Used/rent/online is fine.
- No MPL!



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4

Grading

- Programming projects – 40%
- Quizzes – 10%
- Midterm 1 – 15%
- Midterm 2 – 15%
- Final exam – 20%

* Exam dates are in syllabus



1/12/2015

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Fall 2014

5

Programming Assignments

- Programming assignments will be turned in via Moodle. Emailed programs will not be accepted.
- LATE programs will be accepted, with a **penalty of one letter grade per day**. This offer expires 72 hours after the due date.
- See syllabus for grading policy.



1/14/2015

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Fall 2014

6

Working independently

Rule: In working on an assignment, you cannot look at any **correct program** or **correct piece of code** for the same assignment which someone else has written.



1/14/2015

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Fall 2014

7

Mutual Respect

- Respect your classmates and me during class times.
 - Pay attention in class; no phones.
 - Don't be late.



1/12/2015

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Fall 2014

8

Introductions

- Name
- Class year
- Where you're from
- Favorite hot beverage



1/12/2015

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Fall 2014

9

Python Review

- Write a program where the computer picks a random number from 1 to 100 and you have to guess what it is.
 - The computer will report whether each guess is too high, too low, or correct.
 - Report the number of guesses it takes to get it right.
- Write a program to simulate a turn of the game "One is Zero".
 - During a turn, you roll a six-sided die.
 - If you roll a 2-6, you get that number of points and may roll again to get more points, or you may choose to end your turn.
 - As soon as you roll a 1, your turn ends, you lose any points you already received for that turn, and get zero points for the turn.



1/12/2015

CS 142: Object-Oriented Programming
Fall 2014

10