

Introduction to Software Systems

COMP1110/COMP1140/COMP6710

Your lecturer
Mechanics/admin
Course goals
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Assessment



"Yankee Hat art-MJC" by Martyman at the English language Wikipedia. Licensed under CC BY-SA 3.0 via Wikimedia Commons – https://commons.wikimedia.org/wiki/File:Yankee_Hat_art-MJC.jpg#/media/File:Yankee_Hat_art-MJC.jpg

Introduction

- Who I am and why are we here?
 - Steve Blackburn, Professor, RSCS
 - Research interests
 - Language implementation
 - Power and performance analysis
 - Computer architecture
 - Research methodology

Mechanics

- Web page
 - Schedule, labs, assignment, notices
- Streams
 - Enrolment
- Piazza
- Labs
 - You must enroll in a lab group by the end of week 1
- 1 COMP1140 lecture

CECS Class Representatives

Roles and Responsibilities

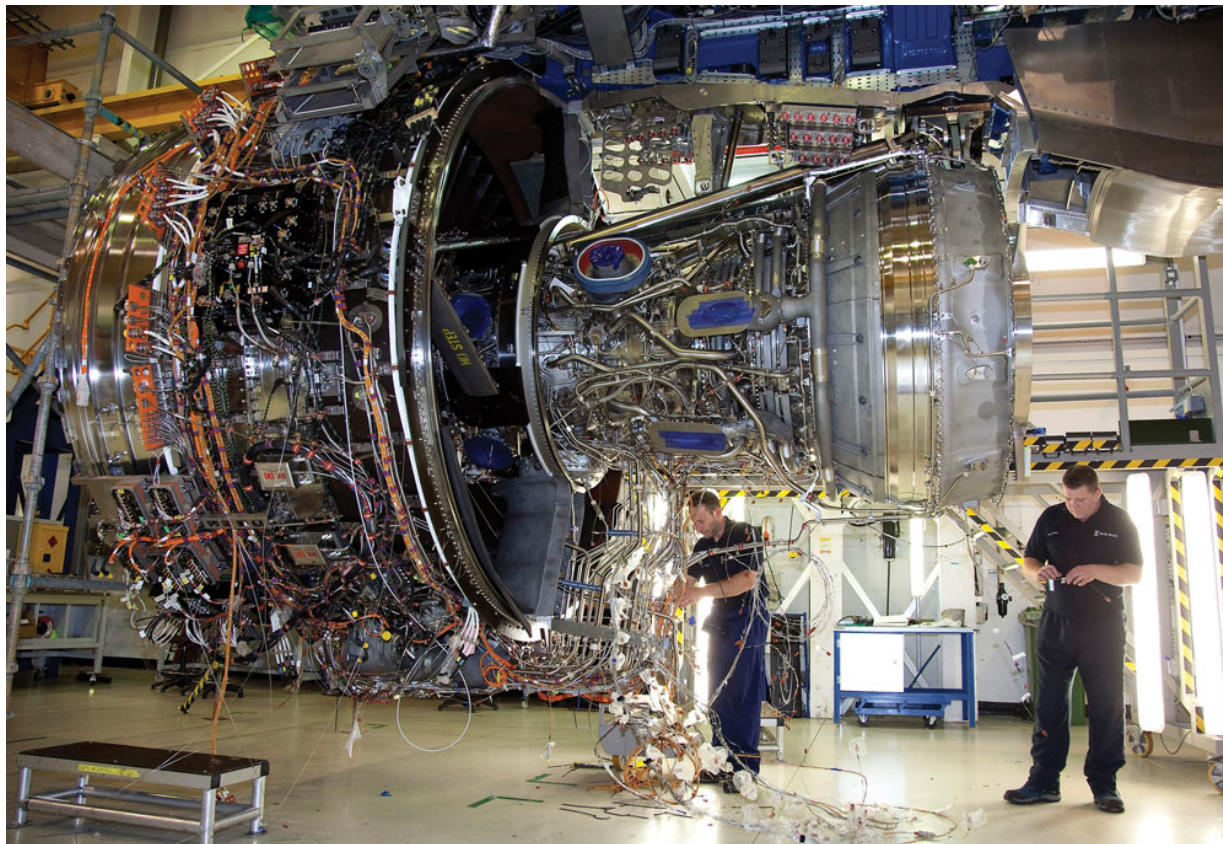
- ✓ Be creative and proactive in gathering feedback from your class mates about the course.
- ✓ Act as the official liaison between your classmates and your lecturers in communicating feedback about the course and providing course-related updates to your classmates. You'll also provide regular reports to the Associate Director (Education) on the feedback you've been gathering.

Benefits of Being a Class Rep

- ✓ The opportunity to develop skills sought by employers – particularly interpersonal, dispute resolution, leadership and communication skills.
- ✓ Empowerment: Play a more active role in determining the direction of your education. Become more aware of issues influencing your University and current issues in higher education.

Nominations

- ✓ Please contact CECS Student Services (studentadmin.cecs@anu.edu.au) with your name, Student ID and the course number (e.g. COMP1110) you are interested in becoming a Class Representative for.



Rolls Royce Trent XWB for the A350.

Photo: AINonline

Course goals

Introduction to...

- Core Computer Science ●
 - Object oriented programming
 - Data structures, algorithms
- Software Engineering ●
 - Working with large scale software systems
 - Testing
- Software Development Skills ●
 - Modern OO language (Java, including Java FX)
 - IDE (IntelliJ) and SCM (Git)

Material

The material in these lectures is drawn from a number of sources, including:

- The Oracle Java Tutorial (for intro to Java)
- The Oracle JavaFX Tutorial
- Previous years' notes

Teaching modality

Lecture material made available to you *ahead of time* via the course web site.

Classes are used to work through material with working examples.

Classes work best when you engage.



“80 percent of success is showing up”

Woody Allen

Resources

- These slides
 - Available on course website at the start of each week

Resources cont.

- These slides
 - Available on course website at the start of each week
- Online
 - Class web site
 - Class forum (Piazza)
 - Oracle Java SE Tutorial (html, pdf) 
 - Oracle JavaFX Tutorials 
 - U. Waterloo Java Visualizer (see course web page for link)
 - StackOverflow and other online forums
 - IntelliJ online tutorials

Assessment

10% Lab tests

5% Individual assignment

5% Class engagement

25% Group assignment

5% Mid-semester exam

50% Exam

Hurdle Assessments

You must **pass the basic competency assessment**, week 4.

You must receive a mark of at least **40% in the final exam**.

Failure of either of these hurdles will result in automatic failure of the course

Please review the administrative overview (course web page)

Plagiarism

Honesty and integrity are paramount.

They are *not* at odds with research and collaboration.

Do be resourceful, collaborate and engage.

Never represent someone else's work as your own.

Do read the ANU's position on academic integrity
<http://academichonesty.anu.edu.au/>

"You can know the name of a bird in all the languages of the world, but when you're finished, you'll know absolutely nothing whatever about the bird... So let's look at the bird and see what it's doing -- that's what counts. I learned very early the difference between knowing the name of something and knowing something."

Richard Feynman