

# Programming A

## 7th Weekly Note (E13, Week 43)

### **Lecture: Monday, October 21, 08-10 (U110)**

We repeat the basics of classes, objects, and methods and take a peek at inheritance. Then we round off the lecture.

### **Labs: see detailed schedule on course home page**

Do Exercises 16.6, 17.6, and 18.6.

### **Exercises: see detailed schedule on course home page**

Discuss how to model things in the "real world" by objects. In particular, discuss how to model the objects that are relevant for the second part of the fractal and the 2nd part of the DNA project. Come up with possible class diagrams in small groups and discuss them with everyone. Try to learn about design choices by comparing the differences in them.

### **Study groups**

Use your study group to reflect on your experience with the second part of the project and to get or receive help, depending on how far you have gotten with it. Start by individually reflecting on the project and identify each 3 challenges that you encountered during the project. Mark them as "SOLVED" or "PENDING" depending on whether you found a solution yet. Challenges can be both technical or process-oriented. An example could be "understanding how to identify the base case" or "writing a report for a computer science course". Be as concrete as possible.

Collect the challenges in the group and cluster similar ones, e.g. on a blackboard or whiteboard. If there is a cluster that contains both SOLVED and PENDING challenges, team up those that marked the challenge SOLVED with those that marked it PENDING in order to see how their solution can be transferred.

If a cluster contains only PENDING, discuss it in the group and try to find a solution. If this takes too long, split up in smaller groups and work separately until you find a solution (or give up) and communicate it to the other groups. Afterwards, continue with the next challenge.