



OOP with Java

1. Introduction

Thomas Weise · 汤卫思

tweise@hfu.edu.cn · <http://iao.hfu.edu.cn>

Hefei University, South Campus 2
Faculty of Computer Science and Technology
Institute of Applied Optimization
230601 Shushan District, Hefei, Anhui, China
Econ. & Tech. Devel. Zone, Jinxiu Dadao 99

合肥学院 南艳湖校区/南2区
计算机科学与技术系
应用优化研究所
中国 安徽省 合肥市 蜀山区 230601
经济技术开发区 锦绣大道99号

- 1 What is Programming?
- 2 How to be a Programmer?
- 3 Summary



website

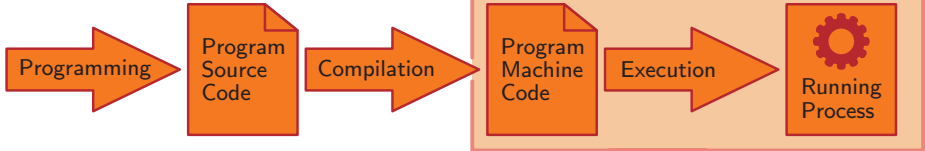
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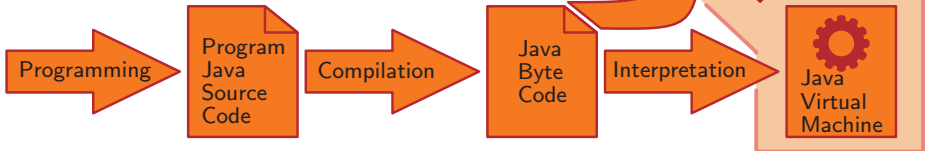
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Programming in compiled language like C



Programming in interpreted language on example Java



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- Goal of Java: Write once, run anywhere \implies reduce developer effort

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- We want to do this better...

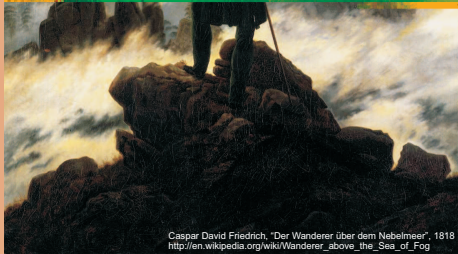
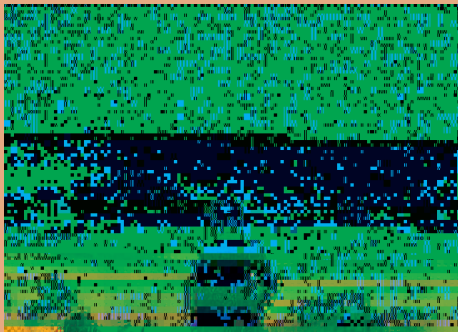
- ① We have learned about the technical process of programming, compiling, and executing.
- ② We have learned how things are a bit different if an interpreted language is used.
- ③ We have thought about that just programming itself is enough for hobby, but not for productive use in a team.

谢谢

Thank you

Thomas Weise [汤卫思]
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<http://iao.hfu.edu.cn>

Hefei University, South Campus 2
Institute of Applied Optimization
Shushan District, Hefei, Anhui,
China



Caspar David Friedrich, "Der Wanderer über dem Nebelmeer", 1818
http://en.wikipedia.org/wiki/Wanderer_above_the_Sea_of_Fog