



OOP with Java

1. Introduction

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



website

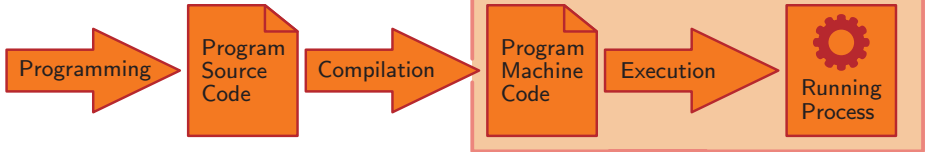
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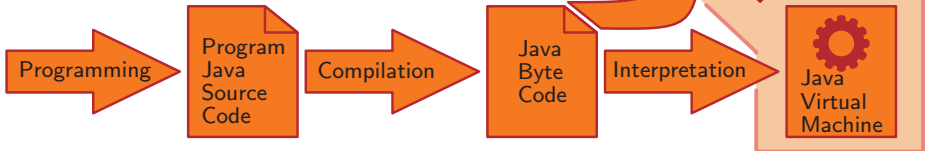
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Programming in interpreted language on example Java



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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

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