

EECS 22L: Software Engineering Project in C Language

Lecture 8

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Lecture 8: Overview

- Course Administration
 - Alpha release
 - Team presentations
- Towards Object Oriented Programming in C++
 - “Crash Course” introduction to C++

Course Administration

- Project 2
 1. **Alpha Release:**

Delivery due Monday, Mar. 4, 12pm (noon)

 - Source code and documentation (`OCR_Alpha.tar.gz`)
 - Refer to posted instructions for details on expectations!
 2. **Team Presentations:**

Tuesday, Mar. 5, 9:30-11am (lecture slot, SE2 1306)

 - 15 minute team presentation (e.g. PowerPoint, PDF, sources...)
 - By one, few, or all team members
 - Title page (Team name, product, authors, ...)
 - Main features planned for your software product
 - Current status of software development (early results)
 - Next steps, open issues, etc.
 - Q + A

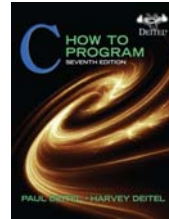
Object Oriented Programming

- Towards Object Oriented Programming in C++
 - C++ can be seen as “improved” C
 - C++ offers a number of new features, including:
 - Inline functions
 - References
 - Default arguments
 - Function and operator overloading
 - Classes and objects
 - Member functions (methods)
 - Constructor and destructor
 - Class and function templates
 - Class inheritance
 - Polymorphism
 - Exception handling

Object Oriented Programming

- “Crash Course” Introduction to C++
 - Selected slides from supplemental text book:

Paul Deitel, Harvey Deitel,
“C: *How to Program*”,
Seventh Edition,
Prentice Hall, 2013.



- Excerpts from Chapters 16 - 18