

EECS 22L: Software Engineering Project in C Language

Lecture 10

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Lecture 10: Overview

- Course Administration
 - Project 2 software releases
 - Team presentations and demos
- Towards Object Oriented Programming in C++
 - Introduction to C++ concepts from the C perspective
 - Classes, a deeper look

Course Administration

- Project 2
 1. **Software Releases:**
 - Alpha version, 33% complete, due Monday, March 3, at noon
 - Beta version, 66% complete, due Monday, March 10, at noon
 - Final release, 100% complete, due Monday, March 17, at noon
 - Refer to posted instructions for details on expectations!
 2. **Team Presentations and Demos:**
 - Week 10 during lecture times
 - Teams 1 to 5 on March 11, Teams 6 – 10 on March 13
 - Software presentation and demo (15 minutes total)
 - By one or a few selected team members
 - Main features of your OCR software product
 - Demonstration of a typical OCR job
 - Q + A

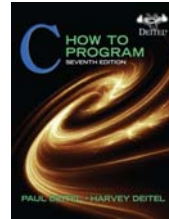
Object Oriented Programming

- 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 17 and 18:
Classes, a Deeper Look