

Object-Oriented Programming unit:

- ▶ Review of object-oriented concepts (week-before Friday and last week Monday)
- ▶ Review of linked lists (last week Wednesday)
- ▶ More on linked structures (last week Friday)
- ▶ Documentation; Java GUI components (Monday)
- ▶ Git; abstract data types (**Today**)
- ▶ More abstract data types; Java Collections (Friday)
- ▶ Next week: Review (Wednesday) and Test 1 (Friday)

Today:

- ▶ Finishing quick sort on lists
- ▶ Introduction to git
- ▶ Abstract data types

Coming up:

- ▶ **Due Thurs, Feb 12, at 10:30am**
 - ▶ *Read prelab reading*
 - ▶ *Make a github account*
 - ▶ *Generate ssh keys*
 - ▶ *Take quiz*
- ▶ **Due Wed, Feb 18.** *Do Project 2, "First Calculator."*

Summary of git commands:

	Description	Example
clone	Grab a copy of a repository	<code>git clone gitgithub.com:TVD-WC-CSCI/CSCI245S26_T0.git</code>
add	Indicate a new or changed file	<code>git add SomeFile.java</code>
commit	Commit changes to local repository	<code>git commit -m "Added method m()"</code>
push	Send changes to shared repository	<code>git push</code>
pull	Grab changes from shared repository	<code>git pull</code>
log	Display a record of commits	<code>git log</code>
status	Compare working copy with repository	<code>git status</code>

- ▶ A *type* is a set of value associated by how they are stored in memory and what operations are defined for them.
- ▶ An *abstract data type (ADT)* is a type whose values are specified by their logical properties and their operations, not by how they are stored in memory or how the operations are implemented.
- ▶ A *list*, as an abstract data type is an ordered collection of items, such that items can be added, retrieved, removed, and processed in order.

Other examples of ADTs:

- ▶ A *set* is an unordered collection of items in which no item is in the collection more than once, with the following operations:
 - ▶ Test whether the set contains a given item.
 - ▶ Test whether the set is empty.
 - ▶ Add an item to the set.
 - ▶ Remove an item from the set.
 - ▶ Iterate through all the items in an arbitrary order.
- ▶ A *map* is an association (or mapping) between elements of two types, called the *keys* and *values*, with the following operations:
 - ▶ Put a new association between a given key and value.
 - ▶ Get the value associated with a given key.
 - ▶ Remove a given key and its associated value.
 - ▶ Test whether the map has an association for a given key.

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