

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 (next week Monday)
- ▶ Abstract data types and Java Collections (Wednesday and Friday)
- ▶ Next week: Review (Wednesday) and Test 1 (Friday)

Today:

- ▶ Documentation and Javadoc
- ▶ Swing and AWT (GUI) components
- ▶ Time permitting: Quick sort on lists

Documentation principles:

Classes. Document classes with a block explaining what the class is or does and what instances of the class represent.

Variables. For (almost) every variable, state what the variable *means* and how it relates to the rest of the system.

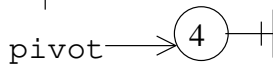
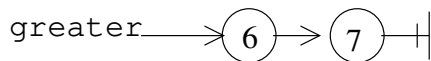
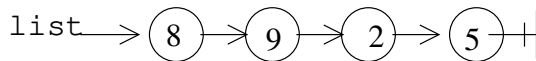
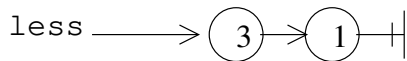
Instance and static variables. Use a block comment.

Formal parameters. Use a @param tag.

Local variables. Use a line comment.

Methods. In a block comment, give a one-sentence description of what the method does (what the rest of the system sees). Then follow up with a description of how the method does it (the algorithm). Document its parameters and return value with @param and @returns tags. Indicate how the state of the object changes with a postcondition.

In-code documentation. Show how the code is organized and explain parts that may be hard to follow. But if the code needs documentation to be understood, consider extracting a helper method.



Coming up:

- ▶ *Read Savitch Chapter 17 for Swing and AWT*
- ▶ **Due Wed, Feb 18.** *Do Project 2, "First Calculator."*
- ▶ *Read prelab reading and take quiz (Coming soon...)*