Intro to Java

Jasamine Jackson CRA DMP 2008 May 30, 2008

Objectives

LIT Review:

Preliminary Analysis of Factors Affecting Women and African Americans in the Computing Sciences

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- Motivation
- Solution Proposed
- Evaluations
- Contributions
- Future Work
- Week Work Load
 - Outline
 - Work Completed
 - Problems
 - Lesson Learned
- Next Week

Motivation: Not enough women and African Americans in the field of computer science

Ethnicity of Bachelor's and Master's
Recipients

Recipients				
	Bachelor's		Master's	
	(CS and CE)		(CS and CE)	
African Americans	515	3%	136	2%

	(CS and CE)		(CS and	
frican Americans	515	3%	136	

Total	15,317	8,536
Ge	nder of Bachelor's and Maste Recipients	er's

Recipients		
Bachelor's	Maste	

(CS and CE) (CS and CE)

er's

3,022

19,772

83%

17%

5,882

2,160

9,640

75%

25%

Male 13,081

Female

Total

- Solution Proposed: Develop strategies to attract and retain
- Recommendations:
 - Develop and increase the number of partnerships to improve teaching methods
 - Use our own educational resources
 - Work with high school counselors, teachers and churches
 - Provide support groups for women and African Americans
 - Increase awareness of the different pedagogical strategies
 - Increase positive media to display computing sciences departments and programs in interesting and creative environments

Evaluations

Factors Affecting Percentage of Underrepresented Groups Studying Computer Science

	Social	Cultural	Financial
African Americans	•Teaching Method •Nerdy Perception	 Society dictates career and educational goals (More research required) 	Financial assistance
Women	IntimidationIn theWorkforce/TeachingMethodNerdy Perception	•Not enough female role models•Male Dominated Field	Financial assistance

Contributions

- Growing number of support organizations
- Recruitment programs for African Americans
- Increased awareness of underrepresented groups in computer science

Developing better research tools to analyze the problem

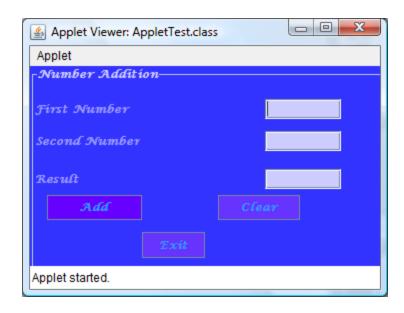
(Ex: Institute for African-American Eculture)

The Plan

- Summer 2008 Project: Dance Tool Project
 - Objective: Teaches computer science code using 3D dancing graphics
 - Plan for this week: Complete mini Java assignments

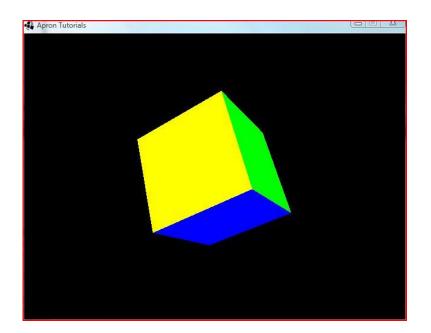
Mini Assignment #1: Hello World

Mini Assignment #2: Addition GUI in Applet Form



Mini Assignment #3: The Cube:

Requirements: Lightning, Size Manipulation, Texture, Rotation



Problems

Finding good LWJGL tutorials on-line

Lessons Learned

- Basics of Java
- NetBeans IDE 6.1
- LWJGL (LightWeight Java Graphic Library)
- Better Understanding of 3D graphics

Next Week....

- Finishing the cube
- Mini Assignment #4
- Starting Dance Tool Project

References

NetBeans: Introduction to GUI Building

http://www.netbeans.org/kb/60/java/gui-functionality.html.

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Java Tutorials: "Hello World for the NetBeans IDE"

http://java.sun.com/docs/books/tutorial/getStarted/cupojava/netbeans.html.

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NetBeans IDE 4.0 Applet Tutorial

http://www.netbeans.org/kb/articles/tutorial-applets-40.html#embed.

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OpenGL Apron Tutorials: The Rotating Cube

http://www.morrowland.com/apron/tutorials/gl/gl_rotating_cube.php

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Any Questions?