Program design & methodology

1/4/2016
This course will...

• ...continue to develop your programming skills from CS 141

• ...begin teaching you how to optimize program efficiency/speed

• ...begin covering “higher-level” program organization so you can think about programs in larger units than statements and methods
Materials

• “Data structures and abstractions with Java” by Carrano and Henry (2nd ed)
  – Yes, it’s expensive, but get access to a copy

• Clicker (i>clicker+)
First assignments

• Reading
  – For Wednesday: Introduction and Prelude
  – For Friday: Chapter 1

• Homework (out after class)
  – Send me your Clicker ID
  – Codingbat problems, some due Wednesday and some Friday
  – ~1 page on your interest in computing/computer science (due Friday)
When should we have in-class quizzes?

A. Mondays (starting in 2 weeks)
B. Fridays (starting next week)
C. I don’t care
D. Let’s do both!
E. How about a quiz every day?
Please read the part of the syllabus on collaboration
Which of the following is not allowed under the collaboration policy?

A. Describing a concept to one of my classmates, including working a sample problem similar to the one assigned

B. Programming near another student and occasionally helping them debug

C. Asking a student who previously took the class questions about a HW

D. Not exactly one of the above

E. I can’t read the syllabus
Which of the following is not allowed under the collaboration policy?

A. Describing a concept to one of my classmates, including working a sample problem similar to the one assigned
   \[\text{Ok if you teach the concept and not the specific problem}\]

B. Programming near another student and occasionally helping them debug

C. Asking a student who previously took the class questions about a HW

D. Not exactly one of the above

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   Ok if you teach the concept and not the specific problem

B. Programming near another student and occasionally helping them debug
   
   Looking at other people’s code or showing them yours is dangerous, but potentially allowed. Make sure everyone is still writing their own solution.

C. Asking a student who previously took the class questions about a HW

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B. Programming near another student and occasionally helping them debug
   Looking at other people’s code or showing them yours is dangerous, but potentially allowed. Make sure everyone is still writing their own solution.

C. Asking a student who previously took the class questions about a HW
   Ok as long as they know it’s a HW problem and you get help with concepts

D. Not exactly one of the above

E. I can’t read the syllabus
Note the late policy

• Lose 10% of points a day

• But, get 2 free late days ("automatic extension")

• Other extensions require extraordinary circumstances, but don’t hesitate to talk to me
Java review