Programming Studio CSCE 315
Introduction

18 January 2010
People

- This section 502:
  - Instructor: Jaakko Järvi
  - TA: Tim Mann

- Another section 501:
  - Instructor: Walter Daugherity
  - TA: Marty Field
Role of this course

- Meant to be a “capstone” to the lower-level classes
- Intention is to give lots of programming experience and do so in a team environment
- Prepares for any programming assignment in upper-level classes
- Helps to prepare for industry programming jobs (internships/co-ops)
"Studio" course

- Programming as “art,” “science,” and “engineering.”
- The idea of a studio course is to have an environment where students can practice and refine their skills.
- Expect your skills to notably improve over the semester.
- You will have plenty of interaction with and feedback from the instructor/TA.
- Take assignments seriously, take projects seriously, you will learn by doing.
Lectures

- We will meet on about 20 class periods (out of 28)
- Expect that we meet on most dates at the beginning of the semester
- and that we will skip lectures later in semester, when busy with completing a project
- Lectures are aimed to be helpful in your programming work
Code construction

- System specification
- Requirements analysis
- Architectural Design
- Detailed design
- Coding and debugging
- Unit testing
- System testing
- Maintenance
Welcome to Programming Studio

Topics

- Programming techniques and style
- Software design principles
- Basic collaborative programming skills
- Programming tools
- Project-specific subjects
Projects

- One small individual project
  - about one to two weeks long
- Three team projects
  - each about one month long
- About three people per team
- Might require use of specific tools, languages, approaches
- Topics from range of CS fields
  - Lectures will cover some necessary additional material
Labs

- Lab times are for:
  - TA demos/tools instructions
  - Team meeting times
  - Instructor meeting times
  - Code reviews
  - Project demos
Reviews

- Might include code reviews
- Public review/comments on code/design/documentation/etc.
- During lab or lecture times
- Programs you work on/submit will not be considered private in this class
  - you might be asked to present your code