

Objectives

- Team Collaboration
- SLogo Planning

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Trello: Team Collaboration

- “Trello’s boards, lists, and cards enable you to organize and prioritize your projects in a fun, flexible and rewarding way.”

SLogo Review

- What are the steps to interpret a programming language?
 - How do those map to the SLogo code?

Preparation Analysis

- How will your program handle the following use case: "The user starts the program, types 'fd 50' in the command window, and sees the turtle move in the display window leaving a trail." It should be clear from your description which objects are responsible for completing each part of the task. Some of the classes are given to you; others need to be added.
 - The use case is meant to help your analysis, to help you figure out what existing classes are doing and what classes need to be implemented.

Design Questions

- How do you want the GUI to look?
- How will the commands manipulate the turtle?
- How will you handle aliases?
- What makes testing the interpreter difficult?
- What are the key shared interfaces?
 - What will you need to decide upon because someone needs to implement and someone needs to use?

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Context interface

- Check out the Javadoc comments
- How will other classes use this interface?
 - Which classes are using the interface?
- What should the code that implements the class look like?

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TODO

- Recommendations
 - Review the Javadocs – abstraction of the code
 - Add more comments as you understand pieces of the code.
 - Trace through the code
 - Two starts: SLogoInterpreter and TurtleField
 - Break into small pieces
 - Draw pictures
 - Leverage the team
- Lots of thinking before implementation
 - How should components work together?
- Preliminary Implementation: Wed, November 30

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Goals

- Implement one instruction completely
 - Involves a lot of different pieces
- Don't go too far in breadth, more depth
 - See design issues sooner
 - “We need method/functionality X in class Y”

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Secondary Goals

- You're going to figure out that your design isn't perfect--maybe not even good!
 - Fix smaller and/or more critical things
 - Refactoring!
 - Note larger things
 - analysis/post-mortem due at end of finals week

Good judgment comes from experience.
How do you get experience?
Bad judgment works every time.