

Objectives

- Reviewing the semester

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Review

- What is a design pattern?
- What design patterns have we discussed?

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Review: Design Pattern

General reusable solution to a commonly occurring problem in software design


- Not a finished design that can be transformed directly into code
- Description or *template* for how to solve a problem that can be used in many different situations
 - “Experience reuse”, rather than code reuse

What have you learned this semester?

What are you taking with you?

OH, THE PLACES YOU HAVE BEEN!

Learning Objectives

- Discuss software development and practices **knowledgably**, using appropriate **terminology**
- Design, implement, test, and document efficient applications of **increasing size** and **complexity**
- Understand the designs and implementations of **others** 
- Use a **version control system**, such as Subversion or CVS
- Use many of the capabilities of the **Eclipse IDE**
- Test and debug large applications **systematically**, using standard tools
- Understand **design principles** such as DRY and shy
- Discuss the benefits and limitations of a **statically typed** language

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My Philosophy

- Balance imparting knowledge and creating learning experiences
- Goals
 - Help you recognize bad design, fixes for it
 - Learn to read others' code—not just mine
 - Transferrable skills
 - VCS, IDE use, abstraction, design
 - Best practices of Java
 - Small assignments on Java specifics
 - *Effective Java*

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Remember from the first day of class?

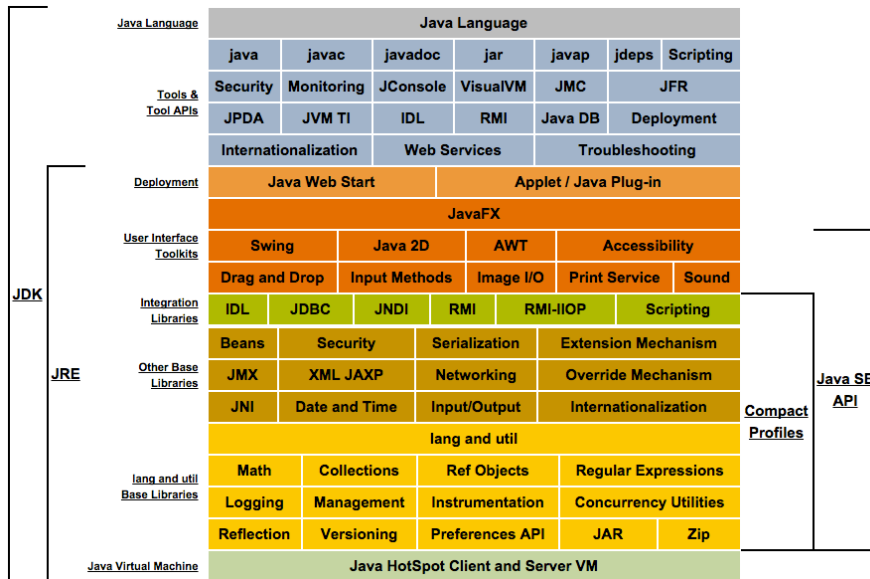


Image from <http://docs.oracle.com/javase/8/docs/index.html>

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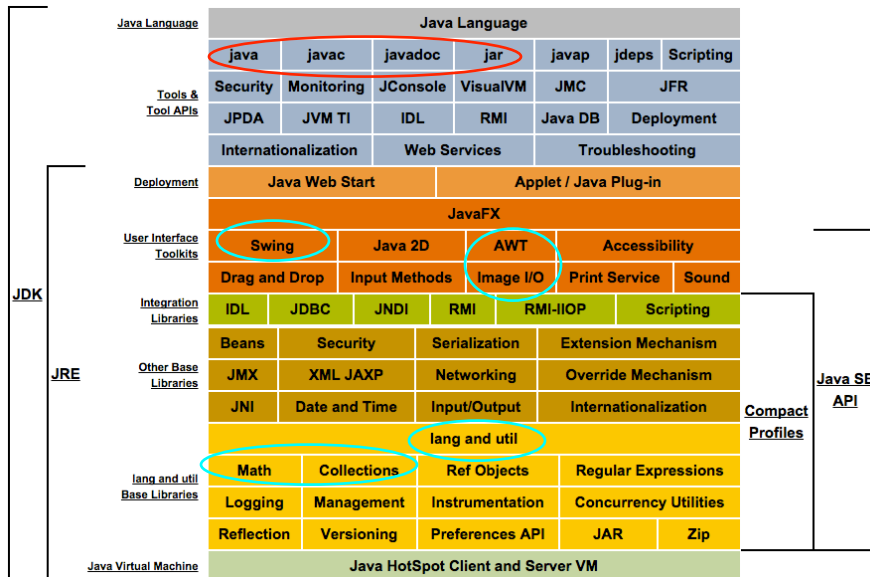


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Where Will You Go From Here?

- What do you think you're most likely to take with you?
- What will be your design philosophy?

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Looking Ahead

- Course Evaluations
 - Due Sunday
 - Incentive to fill out evaluations
 - If 60% fill out, 1% Extra Credit on "Individual programming and written homework assignments"
 - Additional 1% for every additional 10% (3 students) who complete
- Office Hours
 - Monday after 10:30 a.m.
 - Tuesday after 2 p.m.
- EC email on faculty candidates

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Show Me What You Learned

- Objective: Discuss software development and practices **knowledgably**, using appropriate **terminology**
 - Understanding these concepts will make you a better developer AND better problem solver
- 10 bonus points, added to the midterm component of the grade
- Good answers, not BS
 - Think before you answer

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Final Project Notes

- How I use the Subversion Stats
- Comments
- Tag the final version
 - No compilation errors
- Error handling
 - What are the error cases?

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Project Notes

- Project Analysis: Individual
 - Understand teammates' design/code/parts
 - *At least* at a high level
 - Contents: Description, Planning, Status, Code Analysis, Collaboration, Future Work
 - Complete specification online

Today

- Project Planning: 15 minutes
 - Review project specifications
 - Make sure you know what tasks are left
- Course Review