

Objectives

- Course overview
- Picasso

Looks like we made it!

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New Functionality Request

- Scenario: The Picasso client has a new feature request!
- What functionality would be easy to add?
 - Why?
 - What design principles/patterns are being applied?
- What would be difficult to add?

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What have you learned this semester?

What are you taking with you?

OH, THE PLACES YOU HAVE BEEN!

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Review

- What have you learned this semester?
- Where will you go from here?
 - What do you think you're most likely to take with you?
 - What are you going to update on your resume?
 - What will your design philosophy be?

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What to Expect from this Class

- Programming intensive
 - Variety of assignments and projects
 - More freedom in design, *ilities
 - Larger portion of your grade
 - Correctness is **NOT** enough
 - Building on large library of classes
 - Read others' code! Learn from the good and the bad
 - Building larger applications
- Compare/Contrast with Python
 - PL design; what's the best PL for your needs
- Learning on your own
 - Online resources


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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
- Use many of the capabilities of the Eclipse IDE
- Test and debug large applications systematically, using standard tools
- Understand design principles
- 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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Looking Ahead

- Project deadlines
 - Final implementation (team), Thursday at 11:59 p.m.
 - Analysis (individual), Friday at noon
- Course Evaluations
 - Due Monday, Nov 23
 - 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% (2 students) who complete; max: 5%
- Next week's Office Hours – by appointment

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Show Me What You Learned: Second-chance Exam Questions

- Recall course objective: Discuss software development and practices **knowledgably**, using appropriate **terminology**
 - Understanding these concepts will make you a better developer AND better problem solver
- 10 available bonus points, added to the exam component of the course grade
- On Canvas, 13 minutes, closed everything but your mind
- Expect: more thinking than typing
- Good, succinct answers
 - Don't dump everything you know about the topic

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