Note 01 Mar 2014

# Day one

## Two things

The essence of CSC 161 is two things: problem-solving and programming. We'll do a bunch of both this term.

My goal in 161 is to get you confident in your design and coding abilities going forward in CSC210, CSC220, CSC 306, and beyond!

### Important things

The syllabus and our textbook describe the topics we will cover this term. We will also learn these important things:

- Learn an agile design process to solve problems: doodle, whiteboard, pseudocode UML, stubs, working incrementally, etc. Process!
- Learn how to use the **debugger** on your programs
- Learn to comment your code using the **Javadoc** documentation standard
- Learn to express class designs using UML
- Learn the Java class library and how to find things you need within it

#### Some philosophy

#### Go!

- Prepared You must come prepared for class. This often includes reading new material before class. Bring your notes!
- Ownership I offer you a deal. I will do my best to make class interesting, informative and fun. You commit to being engaged in class. You alone can own your grade, your energy in CSC 161.
- Code Coding is more important (and fun) than lecture. When you come
  prepared for lecture, then it's more interesting and it goes by faster. My goal will
  be to get us all the heck out of the basement (our classroom) and up into the lab
  to code.

Note 01 Mar 2014

• **Effort** - Your 10 class/lab points during the term, one per week, will be based on effort and results. Put the time into preparing for class and finishing lab, and you're a golden 10/10.

- Code reviews We'll review each other's code during/after lab.
- Art 161 I will only accept beautiful code. Beautiful code meets our class guidelines and is well designed and thought out. If this were an art class, you would not turn in shoddy work and expect a good grade because you can see it. Ironically (not), you will likely only be able to create beautiful code if you really care about doing it.

That's it.
That's enough.
161!
Thanks, Bill