

CPSC 315 Programming Studio

Yoonsuck Choe

People

- Professor: Yoonsuck Choe
- Teaching Assistant
 - Noah Larsen
- Peer Teacher
 - Grant Ulland

Background on the Course

- Meant to be a “capstone” to the lower-level classes.
- Intention is to give **lots** of programming experience, in a team environment.
- Should be prepared for any programming assignment in upper-level classes
- Should be better prepared for industry programming jobs (internships/co-ops)

“Studio” Course

- Programming as “art,” “science,” “engineering.”
- The idea of a studio course is to have an environment where students can practice and refine their skills
 - Your skills should markedly improve over the semester
 - You should have plenty of interaction with and feedback from the professor/TA/PT
 - Practice, practice, practice

Lectures

- We'll meet a minimum of 18 class periods (out of 24 total)
 - Expect to meet most dates at the beginning of the semester
 - Will skip lectures later in semester, during projects
- Lectures should be helpful for your programming work

Code Construction: Where It Sits (in the waterfall model)

System Specification

Requirements Analysis

Architectural Design

Detailed Design

Coding and Debugging

Unit Testing

System Testing

Maintenance

Topics

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

Projects

- 3 projects, each 2-week long (last project will be 1-week)
- Each project will be a team project
 - 4 people per team
- Might require use of specific tools, languages, approaches
- Topics from a wide range of CS fields
 - Lectures will cover additional material

Lab

- Lab times:
 - TA demos/tools instructions
 - Use as team meeting times
 - Code reviews

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, for this class
- You might be asked to present your code

Syllabus Review

- Questions?

To Do

- Download and read this article:
 - Don Knuth's Turing Award Lecture:
 - "Computer Programming as an Art"
 - <http://doi.acm.org/10.1145/361604.361612>
- Read textbook chapters (see weekly schedule for chapters to read each week). There will be two quizzes (online) on the reading material.

Credits

- Most of the course material for 315 we will use (including syllabus, slides) during this semester has been developed from scratch by Prof. John Keyser.
- Assignments/project details will differ from the past semesters.
- Long Mai and Allen Hurst at Improving Enterprises provided valuable feedback.