For $32 Million...

could we create the control software for Skytrain?

Topics

1) People
2) Course Information
3) How to succeed

Instructor: Dr. Fraser - call me Brian

- I like questions, and love feedback!

Guide to Slides

- Slide Colour Guide (often...):
  - Green: headings.
  - Yellow: Highlighted text.
    - This course has one midterm and one final.
  - Blue: Term being defined.
    - Hour: 60 minutes.
  - Sweep-in Text: Blanked out text.

- Joke:
  - My software never has bugs,
Classroom Expectation

- Only one thing:
  - Texting
  - Talking (vs participating!)
- Must ask before taking videos/pictures of lecture.
- If sending me an email:
  - Give me a little context (class, your name, topic, ...)
  - U Shd rite th3 msg so i wnt 2 reed it.
- If sick, please email vs coming to office hours.
  (kids at home; don't want to get sick!)

Students

- Who is in:
  - Computing Science
    - Software System
    - CS Major
  - Other:
    - Faculty of Communication, Art and Technology
    - Faculty of Arts & Social Sciences
    - Faculty of Business Administration
    - Faculty of Education, Environment or Health Sciences
    - Faculty of Physical Sciences or Math
    - School of Engineering

Discussion

In groups of 3 to 4 people:
- Exchange email address;
- Answer the following:
  1. What would be the hardest software system to create?
  2. What is the greatest software success?
  3. What is the worst thing computers have been, or are being used for?
Course Topics

- Basic Course Goal
  - Cover the basics of developing software in a professional environment.
  - Learn to be part of a development team.

- 3 Components of Course

You already known:

- How to program in an object oriented language.
  - Know Java? Great!
  - Know C++? You'll have to pick-up basic java quickly; we will review some.

- How to develop simple Object Oriented applications.

- If you don't, please come talk to me!

Basic Info

  - Notes - have blanks
  - Readings - Optional; also have tutorial videos.
  - Assignments - about 2 weeks to complete
    May include some exercises and/or announced quizzes.
  - Project - assigned groups

- Review: Grades weighting, office hours.
  - Course likely graded on a bit of a "curve" as assignment & project grades usually very high.

- Texts:
  - Android Programming: The Big Nerd Ranch Guide
    (3rd Edition; other ed’s probably OK)

Keys to Success

- Slides:
  - Posted online, BUT key points blanked out.
  - Take notes for the blanks and the extra things I say.

- Do assignments to be proficient with material.
  - Be a good group member.
  - Individual contribution to project is evaluated.

- Ask Questions!