

The background is a dark blue gradient with a faint, abstract line graph. The graph features a white line with several data points marked by small circles. One data point is highlighted with a larger, semi-transparent blue circle. The overall aesthetic is modern and technical, suggesting data analysis or computing.

# Intro to Agile & Efficient Computing

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# Course Goals

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## Improve software skills

Making the right product:

- Understanding and delivering what the stakeholders want
- Being effective

Making the product right:

- Using good processes and tools
- Being efficient



## Use computing for insight

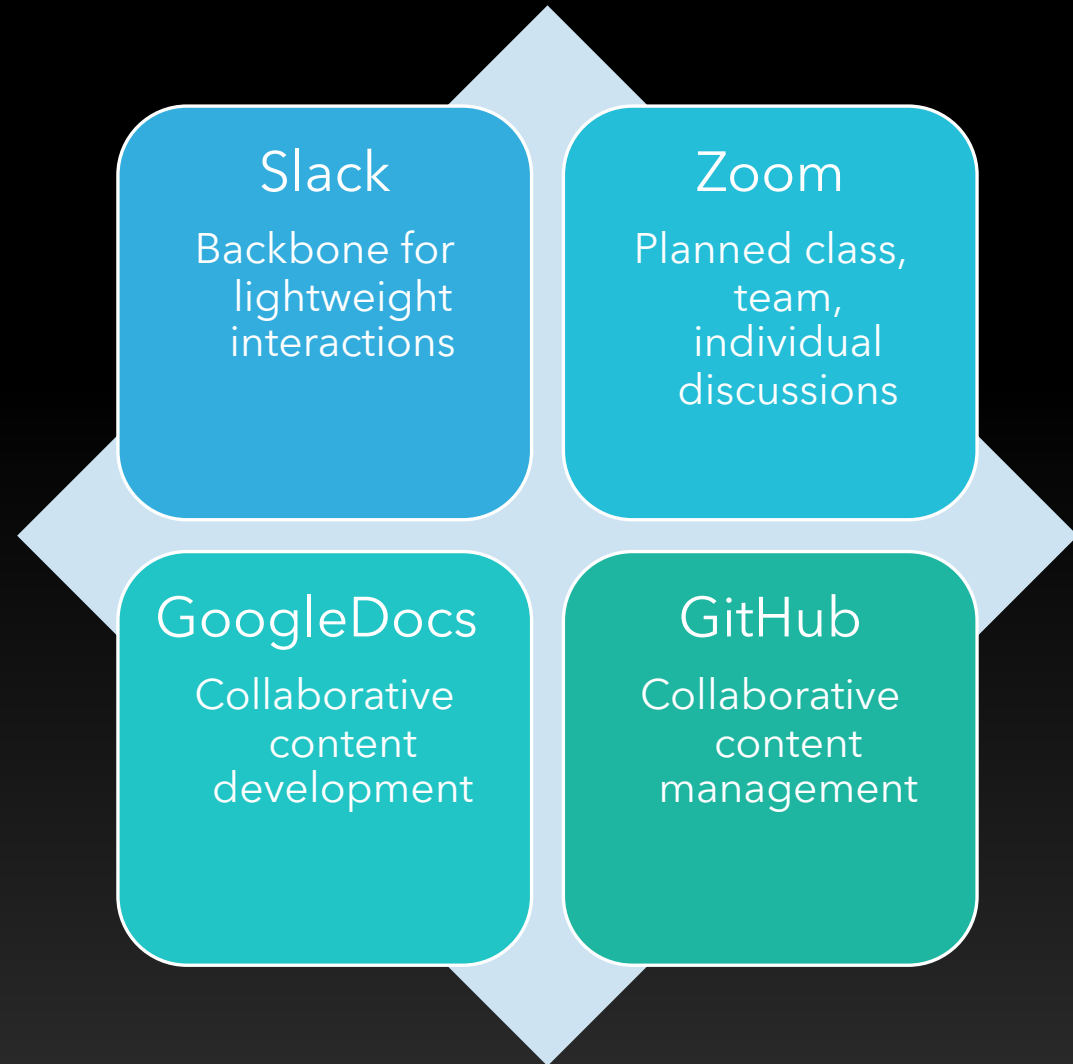
Use data, algorithms in simulations

- Random sampling for gnarly problems
- Past results for future prediction

Estimate and simulate for decision support

# Communication tools

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# Slack: Creating persistent presence



Enables a virtual team room experience



Have it on your phone, desktop, tablet, Apple Watch



Monitor it regularly

# Expectations

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Keep course goals in mind

- Effective and efficient software product development
- Insight using computing

Be transparent

- Communicate to me and your team about opportunities, challenges
- Communicate early, when issues are just emerging and easier to address

Commit

- Stay focused
- Adapt as needed



1

Be on time: We  
will start right way,  
most days



2

If comfortable,  
use your camera  
when remote and  
talking



3

Feel free to have  
your camera off,  
especially if it  
permits you to  
move around a bit



4

Be flexible with  
me, yourselves,  
others

# Class time protocols

# Resources

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<https://maherou.github.io/Teaching>

