# Intro to Agile & Efficient Computing

MICHAEL A. HEROUX

# Course Goals

## 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

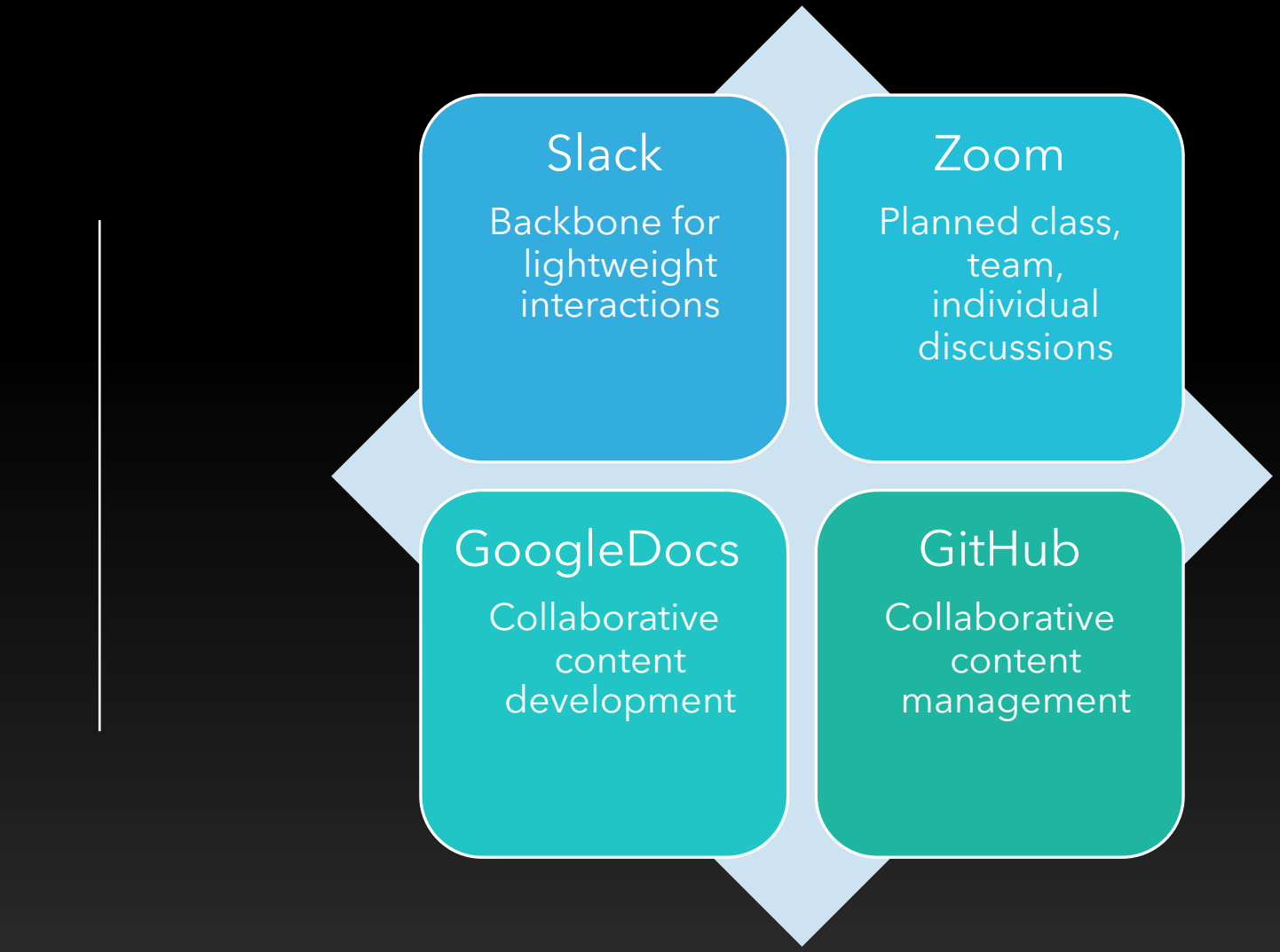
## Use computing for insight

Use data, algorithms in simulations

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

Estimate and simulate for decision support

# Communication tools

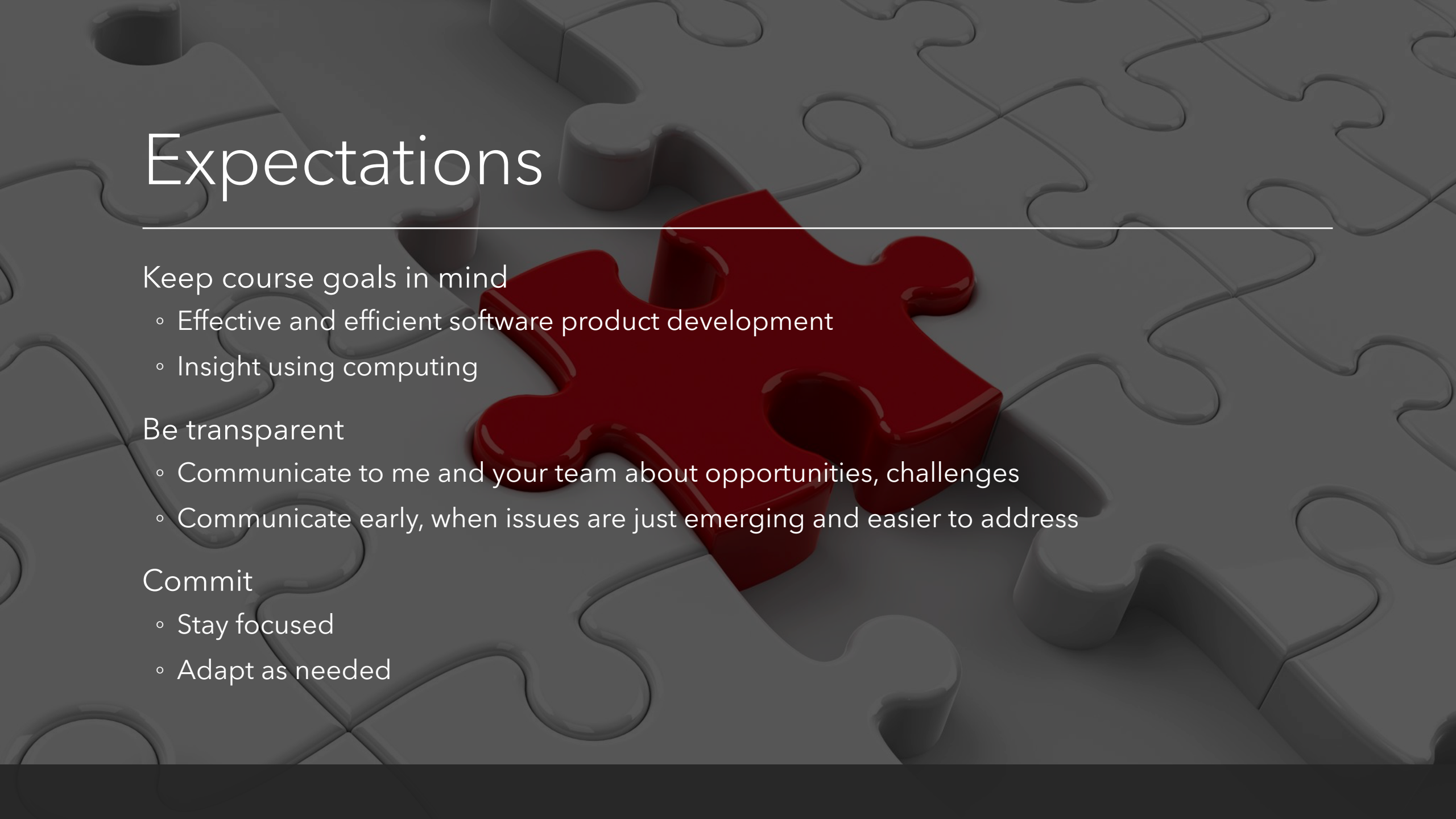


# Slack: Creating persistent presence

Enables a virtual team room experience

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

Monitor it regularly



# Expectations

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

https://maherou.github.io/Teaching