



Software Development with UML and Java 2

Programming workshop 2 (WS2)

- 32 lessons (Wednesdays 12:45-16:05)
 - Not in your timetable yet
- Focus: SDJ2 related exercises
- Two student instructors per class
- Credit for the workshop
 - If your SDJ1 grade was 12 you automatically get credit

Semester Calendar

						2018											
		FEBRUARY		MARCH		APRIL		MAY		JUNE		JULY					
T	1		T	1	S	1	Easter Sunday	T	1	International Worker's Day	F	1	S	1			
F	2		F	2	M	2	Easter Monday 14	W	2		S	2	M	2		27	
S	3		S	3	T	3		T	3		S	3	T	3			
S	4		S	4	W	4		F	4		M	4	23	W	4		
M	5	Intro day New students 6	M	5	10	T	5	S	5		T	5	Constitution Day	T	5		
T	6	Intro day New students	T	6		F	6	S	6		W	6		F	6		
W	7	Start - all students	Q	7		S	7	M	7	19	T	7		S	7		
T	8		T	8		S	8		T	8	F	8	Submission of projects	S	8		
F	9		F	9		M	9	15	W	9	S	9		M	9	28	
S	10		S	10		T	10		T	10	Ascension Day	S	10		T	10	
S	11		S	11		W	11		F	11		M	11	Exam period starts 24	W	11	
M	12		7	M	12	11	T	12	S	12		T	12		T	12	
T	13		T	13		F	13		S	13		W	13		F	13	
W	14		W	14		S	14		M	14	20	T	14		S	14	
T	15		T	15		S	15		T	15		F	15		S	15	
F	16		F	16		M	16	16	W	16		S	16		M	16	29
S	17		S	17		T	17		T	17		S	17		T	17	
S	18		S	18		W	18		F	18		M	18	25	W	18	
M	19		8	M	19	12	T	19	S	19		T	19		T	19	
T	20		T	20		F	20		S	20	Whit Sunday	W	20		F	20	
W	21		W	21		S	21		M	21	Whit Monday 21	T	21		S	21	
T	22		T	22		S	22		T	22		F	22		S	22	
F	23		F	23		M	23	17	W	23		S	23		M	23	30
S	24		S	24		T	24		T	24		S	24		T	24	
S	25		S	25	Palm Sunday/Summertime starts	W	25		F	25	Last day of teaching	M	25		W	25	
M	26		9	M	26	Easter break 13	T	26	S	26		T	26	26	T	26	
T	27		T	27	Easter break	F	27	Common Prayer Day	S	27		W	27		F	27	
W	28		W	28	Easter break	S	28		M	28	22	T	28		S	28	
			T	29	Maundy Thursday	S	29		T	29		F	29	Graduation Ceremony	S	29	
			F	30	Good Friday	M	30	18	W	30		S	30		M	30	31
			S	31					T	31					T	31	

SDJ2 – preliminary schedule

Preliminary semester schedule SDJ2Y/Z (S18)

Week Day		SDJ2	
6	Wed/Fri	1	Interface StringQueue (array)
7	Monday	2	Interface, generics, Queue (array)
	Wed/Fri	3	Unit Testing (JUnit)
8	Monday	4	Threads
	Wed/Fri	5	Thread
9	Monday	6	Sockets
	Wed/Fri	7	Sockets (Json)
10	Monday	8	RMI
	Wed/Fri	9	RMI + SCRUM
11	Monday	10	MVC
	Wed/Fri	11	MVC
12	Monday	12	Singleton and Flyweight
	Wed/Fri	13	State Machine dia., DP, and State DP
13			Easter break
14	Monday		
	Wed/Fri	14	Observer
15	Monday	15	Adapter and Database (+ DAO) + MVC
	Wed/Fri	16	Proxy and sockets + MVC
16	Monday	17	Remote Observer delegate + MVC
	Wed/Fri	18	Course assignment
17	Monday	19	Course assignment
	Wed/Fri	20	Course assignment
18	Monday	21	Course assignment
	Wed/Fri	22	Course assignment
19	Monday	23	Course assignment
	Wed/ (-Fri)	24	Threads
20	Monday	25	Thread safe classes (Proxy)
	Wed/Fri	26	Threads
21	?	27	Threads
	?	28	Summary

Pair Programming

- Two programmers work as a pair together on one computer
 - Driver:
 - Writes code
 - Observer/Navigator:
 - Reviews each line of code as it is typed in.
 - Coming up with ideas for improvements and likely future problems to address.
- For every programming task the roles are shifted

Pair Programming groups

Know the task



Agree on goal



Support your partner



Sync up frequently



Talk a lot



Celebrate



Shift roles often



Reference: <http://www.wikihow.com/Pair-Program>

What about this class?

- Pair programming groups
 - Same programming level (same SDJ1 grade or max one up/down)
 - Same ambition level
- SEP groups
 - 2 x pair programming groups
 - 4 members and not all having the same nationality
- Study groups
 - Pair programming groups, SEP groups or similar
 - <http://ctl.byu.edu/how-organize-and-conduct-effective-study-groups>

Study groups

1. Place

- Find a common place to meet and meet on a regular basis.

2. Time

- Set a time and keep track of the time. 60 to 90 minutes could be effective.

3. Agenda

- Example: An understanding of MVC and the related SDJ exercises.

4. Attitude

- Maintain a positive attitude. Remember these phrases
 - "We can figure this out together"
 - "We are rather clever as a group"
 - "We all have a chance to better our grades"

5. Next meeting

- Set the date, time, and goals for the next meeting before the end of the current meeting.

Exercise

- Form programming groups
 - Same programming level (SDJ1 grade max one up/down)
 - Same ambition level
 - We have to accept the groups
 - After finding a programming partner you have to sit together in all SDJ2 lessons (until new groups are formed)