Seattle.rb Workshop

Have laptop, will code!

March 2015

How long?

Pair & Pick	15"
Coding	45"
Summary	10"

A bit over an hour.
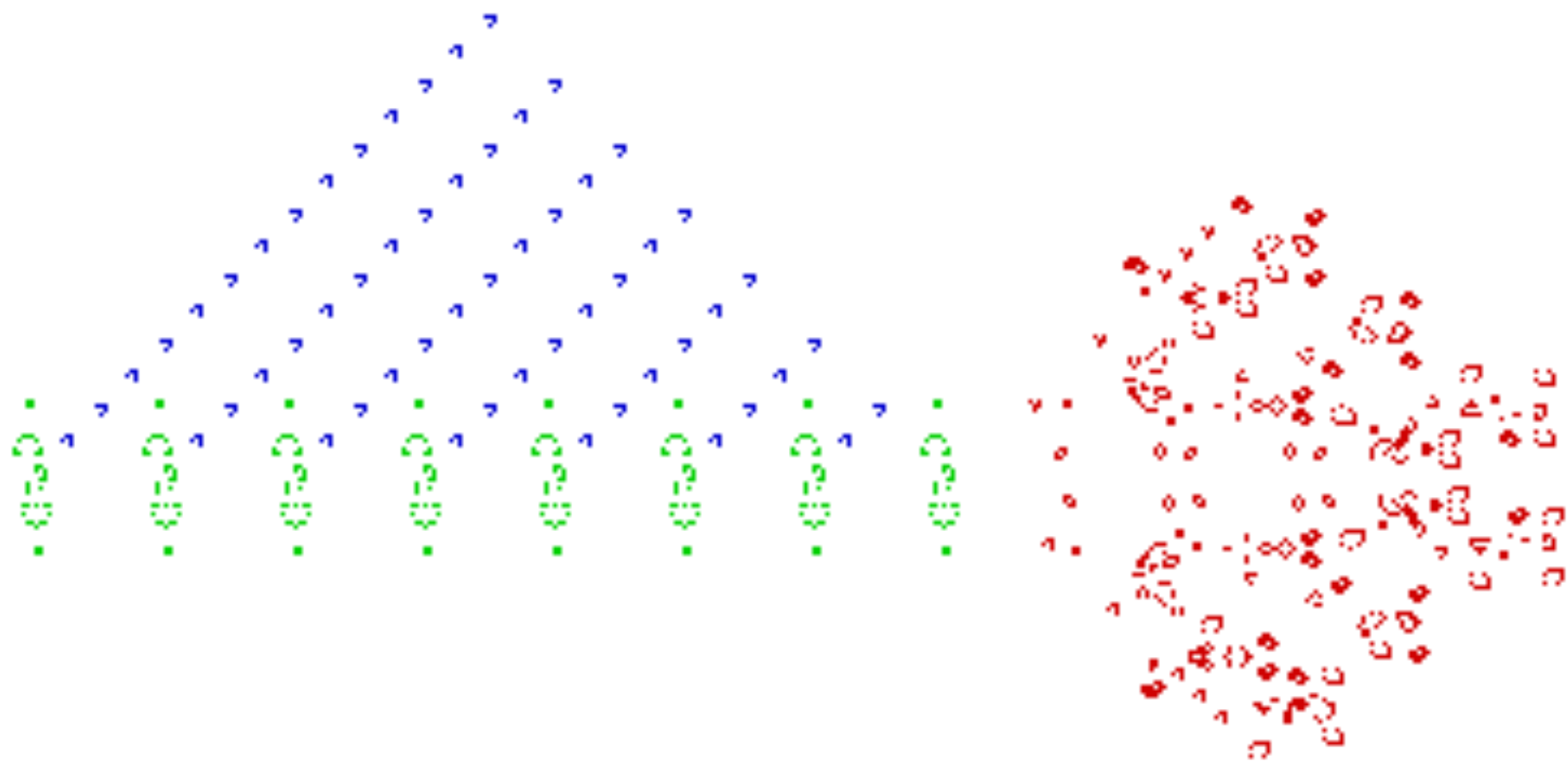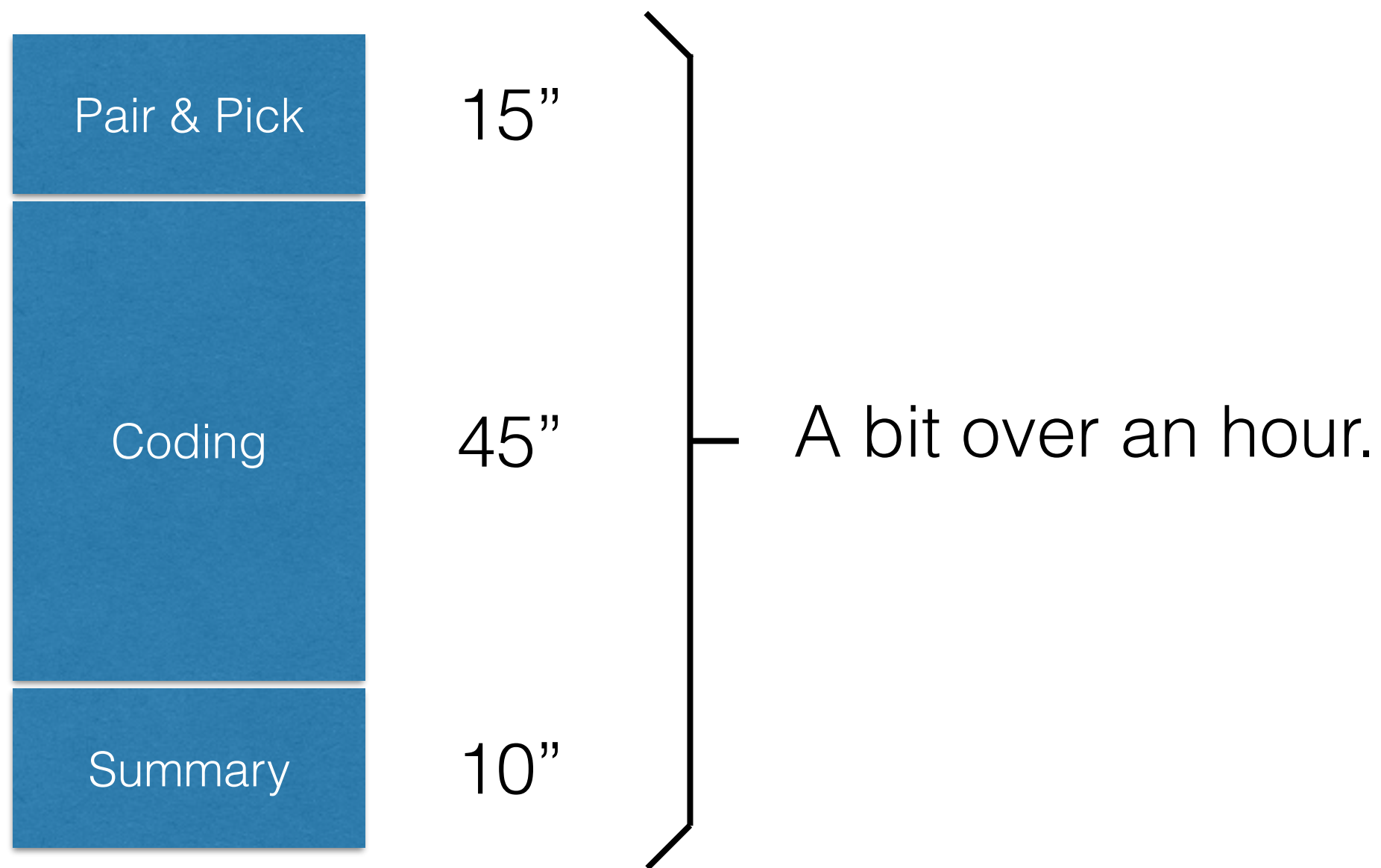
How will it work?

Pair & Pick

Coding

Summary

Step 1: Pair Up!

By experience level.

Yet totally flexible.

How will it work?

Pair & Pick

Coding

Summary

Step 2: Pick your poison!

The exercise is to recode…

…a problem you know…

How will it work?

Pair & Pick
Coding
Summary

Step 2: Pick your poison!

The exercise is to recode…

…a problem you know…

…with added constraint/s

How will it work?

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Step 2: Pick your poison!

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…a problem you know…

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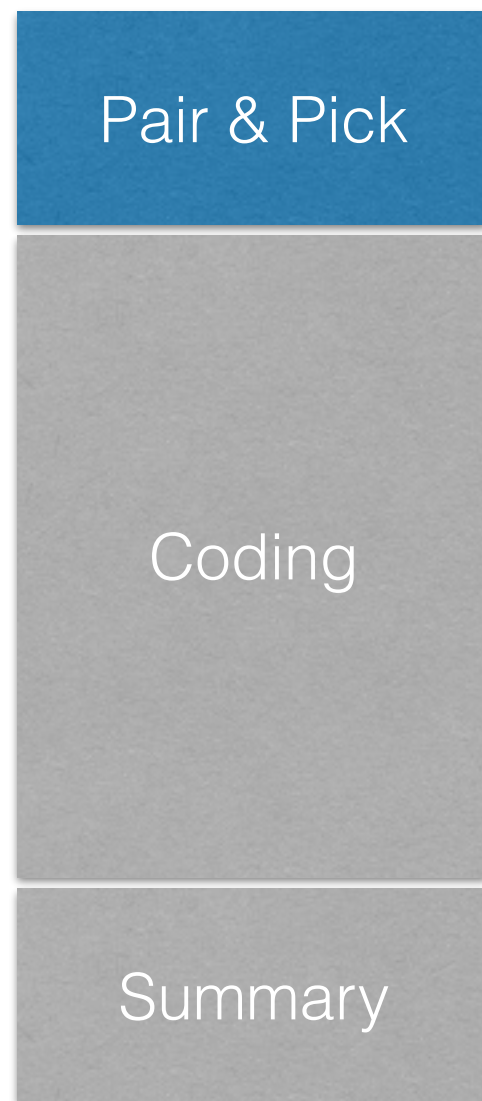
…randomized!!

Wheel of Misfortune

Example Constraints:

- mute ping pong
- no conditionals
- no primitives as I/O
- methods <= 3 lines
- no getter/setters
- no instance vars
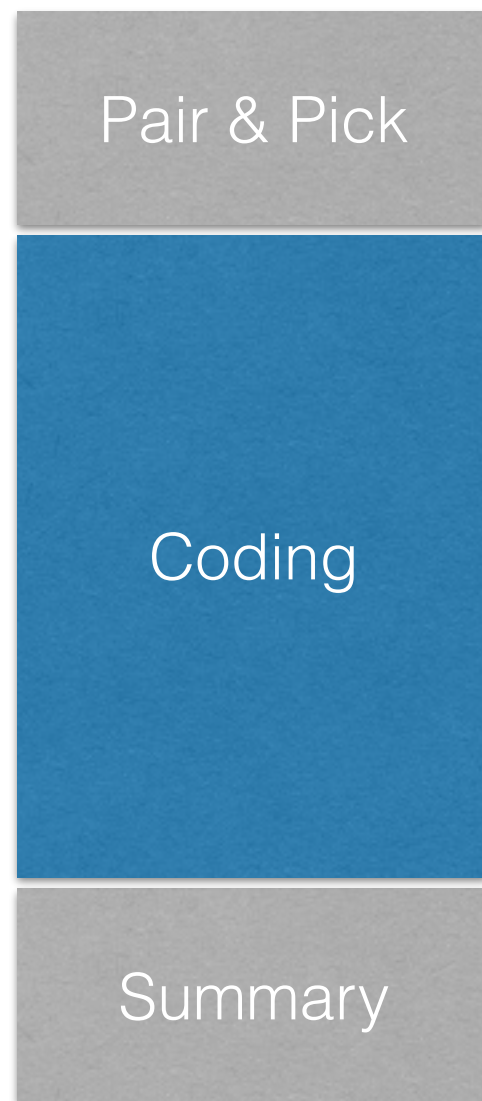- …and many more

How will it work?

Pair & Pick

Coding

Summary

Fear not!

• You can pick your constraint,

• …or let fate decide (i.e. wheel!),

• …or be creative!

You and your partner decide.

How will it work?

Pair & Pick

Coding

Summary

Coding for 45 minutes.

How will it work?

Pair & Pick
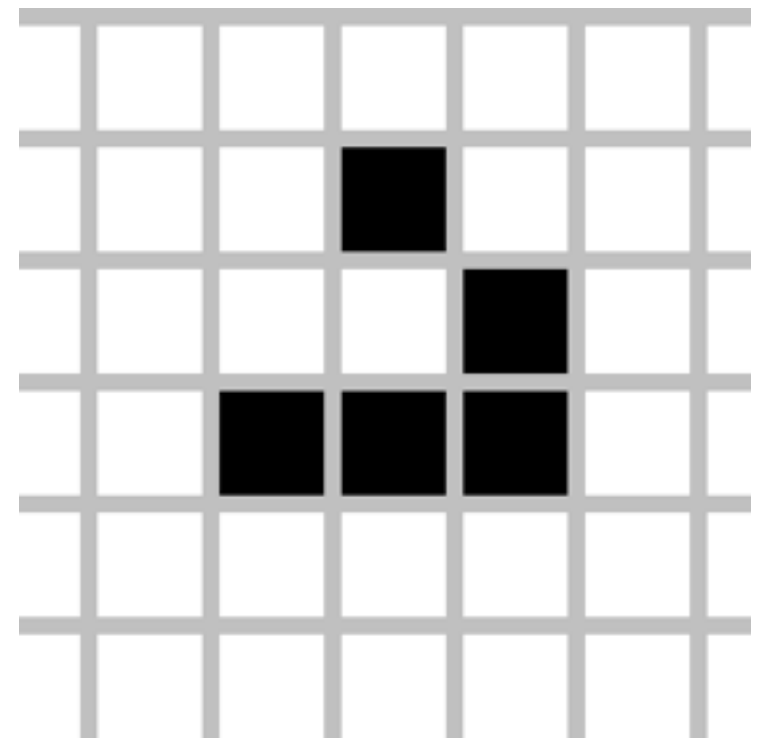
Coding
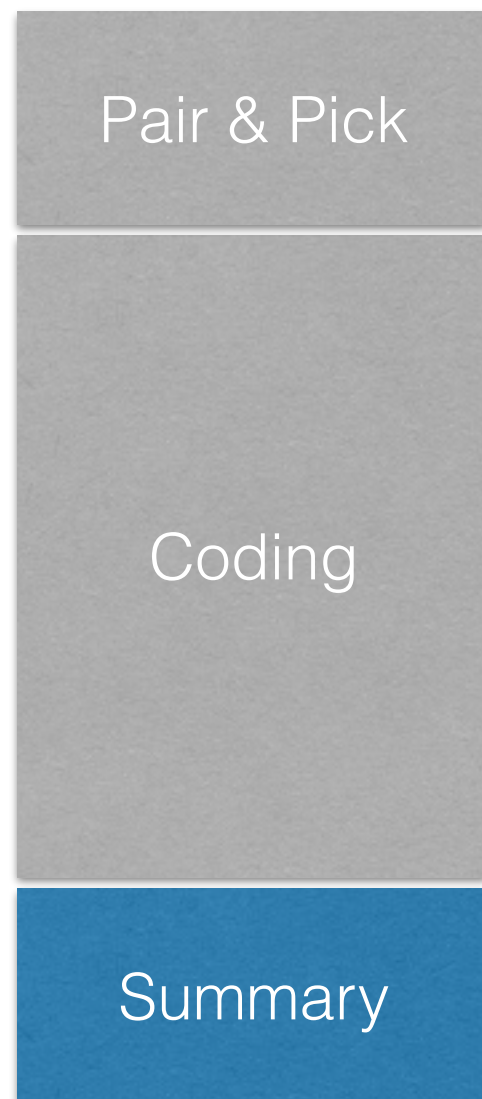
Summary

Summary

Volunteer basis.

Step up and share conclusions.
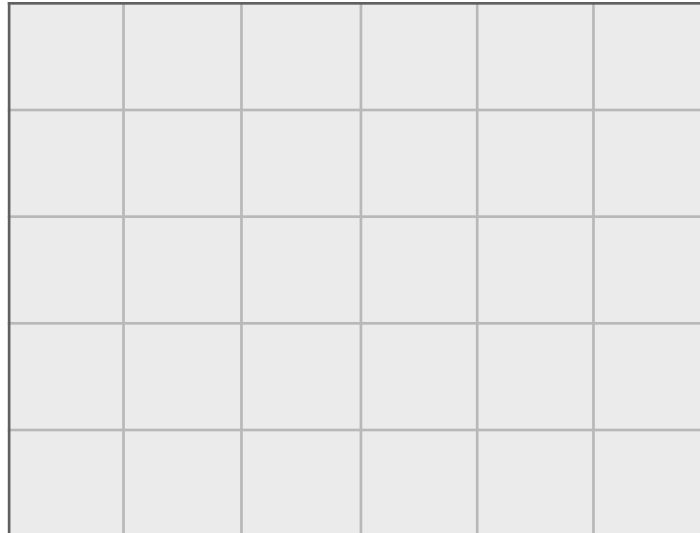
Show off cool code.

Which problem?

Conway's Game of Life (GoL):

- Proven concept.

- Easy to code.

- Good for newbies and senior dev.
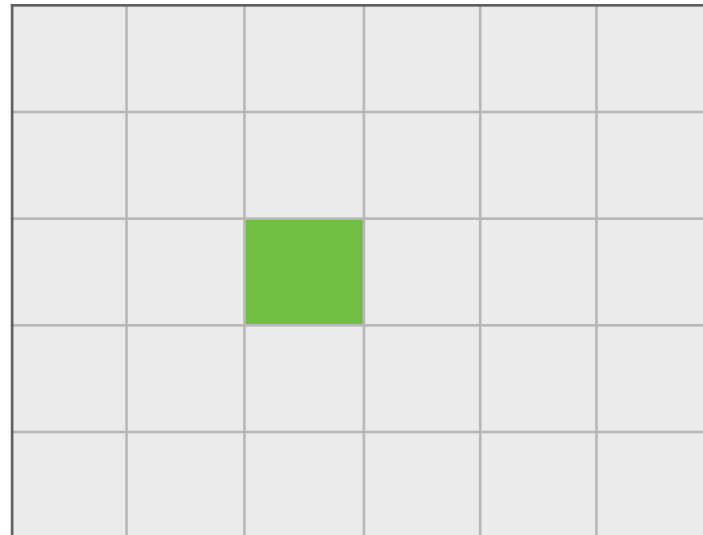
- Digital Petri Dish.

Game of Life

An infinite two-dimensional grid of square cells.

Game of Life

An infinite two-dimensional grid of square cells.

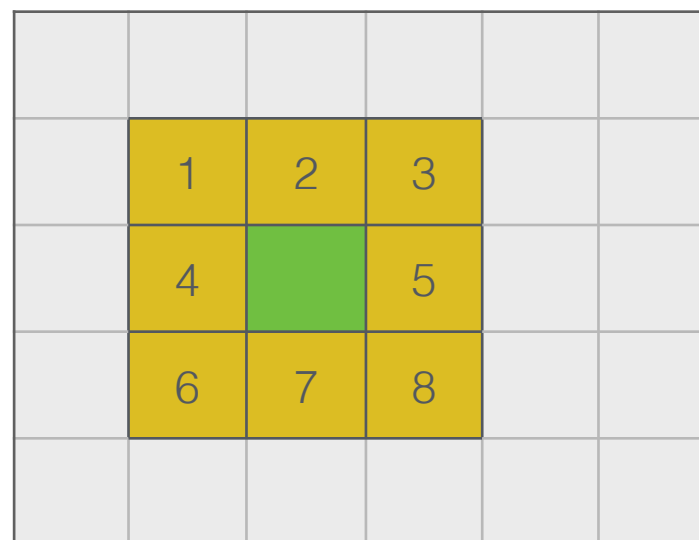Each cell is in one of two possible states, dead or alive.

Game of Life

An infinite two-dimensional grid of square cells.

Each cell is in one of two possible states, dead or alive.

Every cell interacts with its eight neighbors.

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At each step in time, 2 rules decide which cells live and die.

Game of Life

An infinite two-dimensional grid of square cells.

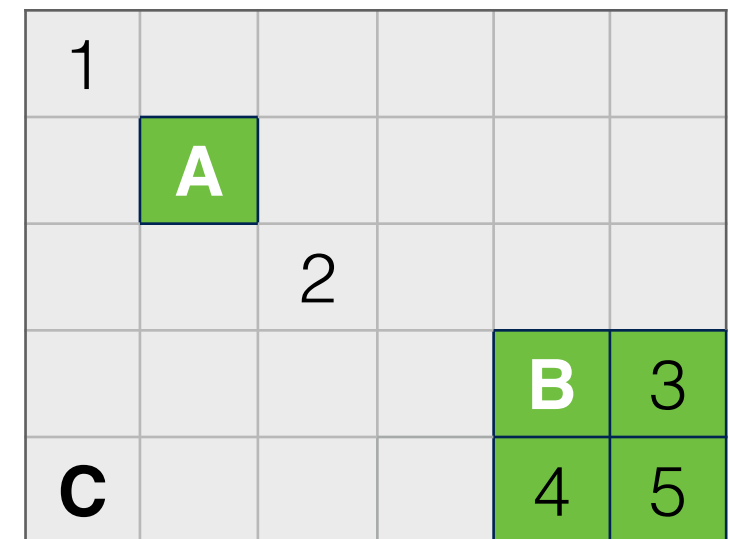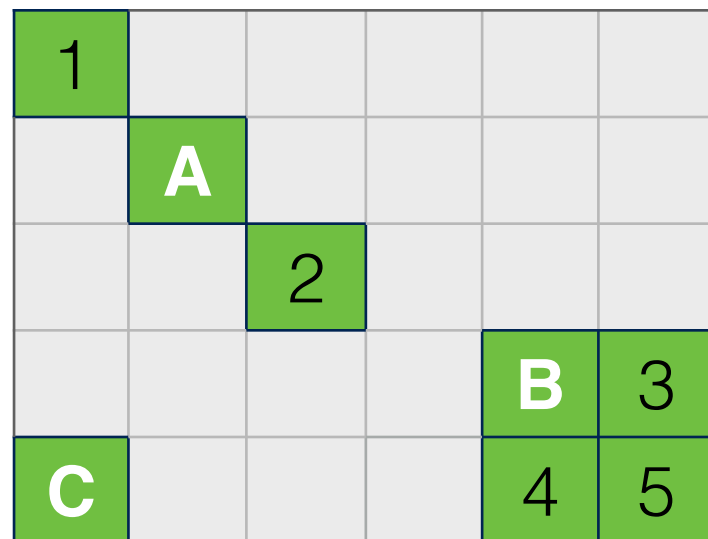Each cell is in one of two possible states, dead or alive.

Every cell interacts with its eight neighbors.

At each step in time, 2 rules decide which cells live and die.

Births / deaths happen simultaneously in a tick of the clock.

Game of Life Rules

A living cell stays alive **if and only if**
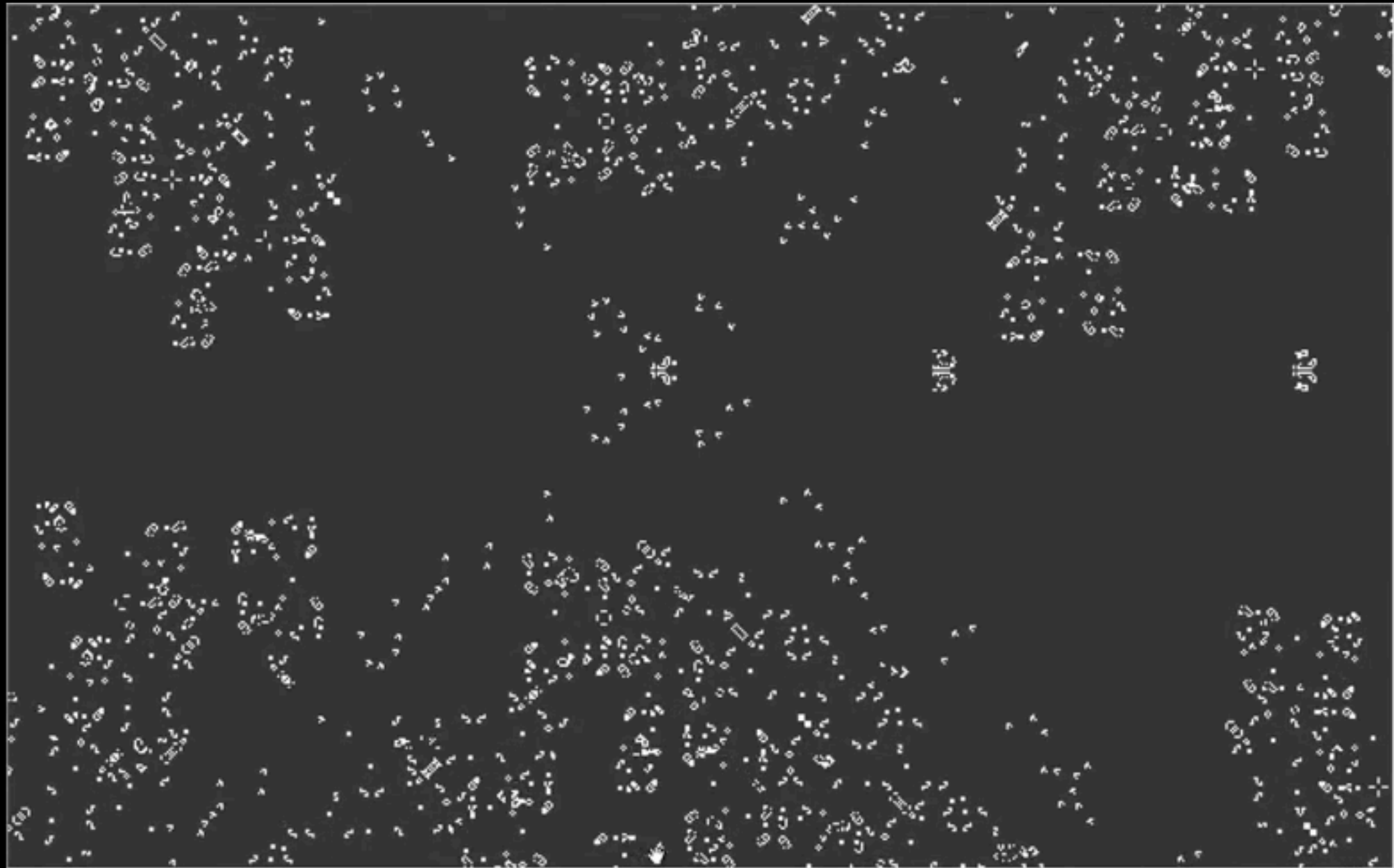it has 2 or 3 living neighbors.

Game of Life Rules

A dead cell with **exactly** 3 live neighbors becomes alive!

It's Alive!

Fork it!

https://github.com/SeaRbSg/workshops

- Example code (with testing),

- visualization code from Ryan Davis,

- and resources (code, history, videos,…).

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