
Module 2 First C# Program

Lecture Commenting and You

Module 2 Learning Objectives

| Bloom Level | Number | Name | Description | Course Learning Objectives |
|-------------|--------|------------------|--------------------------------------|----------------------------|
| 3: Apply | 1 | First C# Program | Develop a simple console application | Basic Programming Concepts |

In-Lecture Quiz

Comments are:

A: a haze

B: the stupidest idea I've ever heard of

C: totally awesome and I can't wait to try them

D: for geeks, not me

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- What are comments for?
 - Communicate with other programmers
 - Communicate with yourself!
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In-Lecture Quiz

The best time to comment is:

- A: before you write the code you're commenting
 - B: after you write the code you're commenting
 - C: never
 - D: December 3rd
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- Rants on the web about commenting
 - When people write stupid comments, those comments don't help
 - Professors ruin programmers by making them write comments
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| | Total | Physical LOC | | Comments | | Blank Lines | |
|------------------------------|--------|--------------|---------|----------|---------|-------------|---------|
| | | Number | Percent | Number | Percent | Number | Percent |
| Peak Game Studios | | | | | | | |
| Engine | 50861 | 26862 | 53% | 18302 | 36% | 5697 | 11% |
| Tools | 4648 | 2475 | 53% | 1516 | 33% | 657 | 14% |
| Battle Paddles | 43324 | 25987 | 60% | 11743 | 27% | 5594 | 13% |
| Khet Game | 45302 | 28050 | 62% | 12705 | 28% | 4547 | 10% |
| Khet Server | 41832 | 25466 | 61% | 10949 | 26% | 5417 | 13% |
| Khet Tools | 13362 | 8961 | 67% | 3137 | 23% | 1264 | 9% |
| | | | | | | | |
| Burning Teddy Web App | | | | | | | |
| Model and Controller | 10080 | 5398 | 54% | 3489 | 35% | 1193 | 12% |
| View | 5513 | 3427 | 62% | 1580 | 29% | 506 | 9% |
| | | | | | | | |
| Total | 214922 | 126626 | 59% | 63421 | 30% | 24875 | 12% |

In-Lecture Quiz

Comments make the code run:

- A: faster
 - B: slower
 - C: at the same speed
 - D: not at all
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- Recap

- Comments can be useful and you should use them
- Professional programmers use comments (appropriately)

- Next Time

- Ones and Zeros
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