WARM UP

What do you know about software development tools?

A programming tool or software development tool is a computer program that software developers use to create, debug, maintain, or otherwise support other programs and applications. The term usually refers to relatively simple programs, that can be combined together to accomplish a task, much as one might use multiple hand tools to fix a physical object. The ability to use a variety of tools productively is one hallmark of a skilled software engineer.
The most basic tools are a source code editor and a compiler or interpreter, which are used ubiquitously and continuously. Other tools are used more or less depending on the language, development methodology, and individual engineer, and are often used for a discrete task, like a debugger or profiler. Tools may be discrete programs, executed separately – often from the command line – or may be parts of a single large program, called an integrated development environment (IDE).

Match the following software to the different categories:

Operating Systems: Windows 10, Red Hat Enterprise Linux
Integrated Development Environment: Eclipse, NetBeans
Database Management System: MySQL
Web Explorer: Mozilla Firefox
Multimedia Player: VLC
Antivirus: Avast
Office Automation: Open Office
Videogames: Call of Duty

Search the internet for the definition of the following concepts:

Computer programming (Coding): The process of writing and maintaining the source code of computer software.

Software Engineering: The application of scientific and technological knowledge to create optimal and high performance software.

Debugging code: Debugging involves locating and correcting code errors in a computer program. Debugging is part of the software testing process and is an integral part of the entire software development lifecycle.

WORKING WITH THE TEXT

1.-

a.- Eclipse and Netbeans.
b.- Notepad++ and Java compiler.
c.- Simple things like color-coded keywords, automatic syntax formatting, incremental compilation that identified syntax errors as soon as they occurred, intellisense, auto-complete features and suggested solutions to existing problems.
d.- To view the structure of the database, search various features and bug-fix branches of the repository.
e.- Another window might show warnings about existing code snippets that a hacker might be able to exploit, while another window might show the current status of the latest CI run and how many unit tests are failing on the current build.

2.-

a) True
b) False, the IDE also includes windows overviews that act as portals into the project as a whole.
c) False, that's not appears into the text.
d) True
e) False, the core element of any IDE is of course the editor.
f) False, not in old IDEs, only in recent years
g) True .

VOCABULARY

a) Shift
b) Build project
c) Comment
d) Indentation
e) Breakpoint
f) Watchpoint
g) Toggle
h) Launched
i) Method
j) Override
k) Debug
l) Getters and setters

UNIT 7. Development tools TEACHERS

PRACTICE

1.-

EXCITE: a-exciting b- excited

PRINT: a-printed b-printing

DESIGN: a-designing b-designed

ALARM: a-alarmed b-alarming

DEFRAGMENT: a-defragmented b-defragmenting

2.-

Coding error: A bug is a coding error.

Well-designed program: A well-designed program won´t have any bugs.

Following instructions: Listen to the following instructions.

Transmitted bits: The number of transmitted bits in a second gives us the bit rate.

Promising project: He presented a promising project about internet filters.

Integrated circuit: A dual-core processor is an integrated circuit with 2 processors.

REMEMBER

1.- Development tools, bit chunks, machine code, (positional) number system, code lines, (low/high) level language, character strings, sample code, (integrated) development environment, assembly language, assembler code, assembler line, text editor, code files, software projects, internet explorer, web server.

2.- Accept all correct sentences.

LISTENING.

Video.

SPEAKING

Encourage students to get involved into a conversation but avoid assessing students. The aim is to achieve fluency.

ENGLISH IN CONTEXT

Taking a taxi:

1.-

Taxi driver: **Where** are you headed today?

Cathy: Hi, can you **take/drive** me to the airport?

Taxi driver: No problem.

Cathy: How long should it take? I am running late; my flight **leaves** soon.

Taxi driver: It shouldn't take too **long**; there isn't much traffic at this time of day.

Cathy: Wow, that was fast! How much do I **owe** you?

Taxi driver: $12 even

Cathy: Do you have **change** for a $20 bill?

Taxi driver: Yes I do; $8 is your change. Have a safe **flight/trip**.

Cathy: Thanks. Have a good day.