

Info For Your Lightning Talk

- 5 minute presentation
- Key Idea: an overview of topic, not a thorough examination
- TOO MANY DETAILS LOSES AUDIENCES ATTENTION
- If interested in topic, they can follow up for more info
- MORE SHOW, LESS TELL
- DO NOT SPEAK FAST/ speak slowly, SAY LESS (as less is more)
- Do not include more than 1 idea per slide / 1 point per slide
 - Use images generously
 - 90% of brain devoted to visual processing
- MAKE SURE TO INCLUDE THESE SUBJECTS RELATED TO TOPIC THOUGH:
 - Who are you and why are you a reliable source
 - Topic you're presenting + why important to audience
 - How to approach the problem
 - Real or potential outcomes
- Customize presentation for audience
- LARGE BOLD READABLE FONTS
- KEEP IT SIMPLE
- Presentation should be at least one of these:
 - Fun, Inspiring, ThoughProvoking, Insightful
- Outline + make slides to get main points across from your outline
- Write a loose script with info you want in each slide
- PRACTICE TOGETHER AT END
- SHOULD BE GOOD FROM THERE

Outline

Step 0: Introduction

Slide 1

- I'm Jody, I'm Taylor, and I'm Matthew - and together, we have created the language, SnackScript

Step 1: Introduce SnackScript Origins - Matthew

Slide 2

- Long ago, a mother and her child were traveling multiple days across the cold, icy plains in search of finding safety from a terrible war. Suddenly, the mother had collapsed - putting both in a terrible situation.

Slide 3

- Far from any sort of civilization, the child started to cry as there seemed to be no hope. Fate did not abandon them though; somehow, a wizard had found them and started casting multiple scripts.

Slide 4

- After teleporting them all to a warm house, the wizard called out scripts once again and created a warm meal for them, and before quickly vanishing, he left the child with a box of stones that had their own magic energy within.

Slide 5

- Years later, the child had grown up and harnessed the magic within those stones to make the lives of others better and make sure that no one else around him went unsheltered or hungry -
- which is precisely what makes this moment so extraordinary

Step 2: What Have We Done - Taylor

Slide 6

- When experimenting with the stones, we found that there is a strong connection between them and the child's memories. Thus, giving SnackScript themes of food and magic are what allowed everything to work nicely together.

Slide 7

- With this in mind, we've used emojis to make SnackScript a statically typed language with each emoji representing something and having to come before each declaration. While this may look a like a lot, we'll show you that it really isn't starting with something simple we've all seen

Step 3: Example Program 1 - Taylor

Slide 8

- As you see on the left, in javascript we have the function declaration `say_hello` and the function call right after it which would print out "hello, world" to the console
- Right next to it is SnackScript's version of `say_hello` which does the exact same thing but with its own syntax
- To declare a function, we put (a pan of food) emoji before the function's name followed by a colon.
- Following this is the function's body - and ignoring the comments inside it- we have (a fork, knife, and plate) emoji followed by the string "Hello, world" and a semicolon on the next line to end the function
- And when we call the `say_hello` function, there is no semicolon needed after it as it is not inside a block or function.

Step 4: Example Program 2 - Jody

Slide 9 - explain the function

- Now that we showed you a simple example, here's a more complex one
- 1st we declare an array that holds tuples of the names of students and their exam scores
- And After this, we declare a function called `determine_grade` that has a parameter requiring an integer or float
- Inside of the function, we have an if statement, two else ifs, and one else statement - each returning a string of their letter grade
- Once this function is declared, we use a dictionary comprehension
- For each name and score in `student_scores`, it calls `determine_grade` with their score as the parameter, and this stores the result in a dictionary with the student's name as the key
- Lastly, there is a for each loop which iterates over the dictionary of grades and then prints out each students name and their grade

Step 5: Conclusion - Jody

Slide 10

- While there are languages out there that have largely impacted the world, SnackScript was made to be fun, and it shows that there isn't just one way that programs should be or look like.
- Thank you for listening, we hope you enjoyed our language.

(ending before 5 minutes)