software carpentry

## Do you spend too much time programming, and not enough doing research?

Computers are as important to modern science as telescopes, oscilloscopes, and test tubes. Despite this, most scientists and engineers are never taught how to design, develop, test, and deploy software efficiently. The result is that they spend more time programming than they should, and produce software that is less trustworthy than it should be.
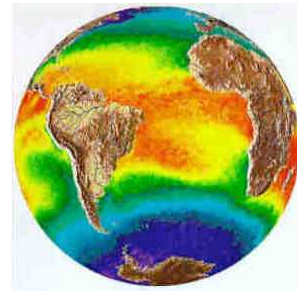
Software Carpentry can help.
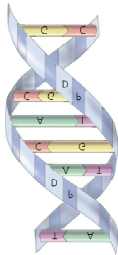
Software Carpentry is an online non-credit course that teaches software development tools and techniques that can help scientists and engineers get more done with less pain. Thanks to generous support from several sponsors, it is being offered this fall to faculty and graduate students at selected universities.

Topics	The Unix shell	Debugging
	Version control	Object-oriented programming
	Software design	Automating repetitive tasks
	Testing	And more!
Requirements	Students must have some prior programming experience, and be willing to invest 5-8 hours/week for twelve weeks.	
Format	Instruction will combine self-paced online videos, bulletin boards, and real-time help via chat, Skype, and desktop sharing. Weekly exercises will be assigned and graded; students are encouraged to work on problems relevant to their research as well.	
To Learn More	Contact Greg Wilson (info@software-carpentry.org) Please note that the course is free, but spaces are limited.	