

Common Themes

Some concepts are common and repeated

- In my teaching, at least
- We will cover those now
- I will reference often
- But explain in depth only now

Programming is Communication

You may think: "Prog = make a computer do things"

- But that's not really the case
- Good programmers make code that
 - Can be understood
 - Can be changed
- "working" is the start
 - not the end

Where you spend your time

Classes teach you to write new code

- Because you are always learning new things

Work rarely has you write new code

- More often you make changes to existing code
 - Requires you FIND the code
 - Requires you UNDERSTAND the data model
- More time spent debugging
 - Requires you FIND the code
 - Requires you UNDERSTAND the data model

Skimmability

Coders often talk about "readability"

- But we don't READ most code
- We SKIM it
- Reading code is slow
- There is a lot of code

Readability is heavily influenced by familiarity

Write for Skimmability

- Make your code easy to find
- Make the purpose clear
 - Names are VERY important
 - Precision is important
- Whitespace and indentation is important
- Skimming will miss most
 - have the visual focus fall on the key names

THIS COURSE WILL GRADE FOR QUALITY CODE

Writing for the future

- Many talk about about future of code
- Few talk about the future coders
 - Includes future you!
- Future coders will not have context
 - Names, flow, and focus to supply context
 - Comment address WHY not WHAT
- Examples to come

Summary

Course has common themes

- Programming is communication
- Coders spend more time skimming/reading/debugging
 - less time writing
 - understanding is key
- Skimmability enables easy understanding
 - Names are really important
 - Course will grade for code quality
- Future coders (incl future you) will benefit