OIM3640 - Problem Solving and Software Design

2022 Fall

Session 26 (12/01)



Today's Agenda

- 1. Welcome/News/Announcements
- 2. Course Review
- 3. Session 26
 - i. Data Analytics with pandas , numpy , matplotlib
 - ii. Demo

Announcements

- 1. Assignment 4: Build a Better Python Community
 - i. Due: Today 12/01
 - ii. Quality matters!
 - iii. Please format code when providing code in reply.
- 2. Project:
 - i. Demo (voluntarily): Today 12/01
 - ii. Due: Tuesday 12/06
 - iii. I will be available to meet you anytime next week before deadline.
- 3. Grading Scheme
 - Participation and In-Class Exercises/Quizzes:40%
 - Assignments: 30%
- OIM3640 Problem Solving and Soltware Design

Reflection Time (8 mins)

The last day of class can also be an important beginning.

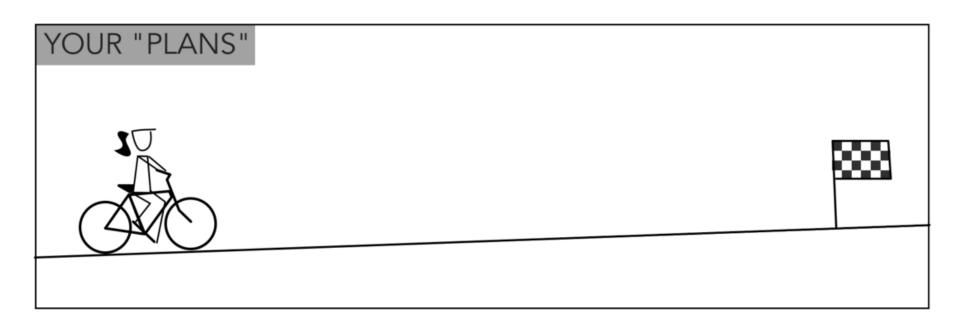
Please answer the following 3 questions in Google form.

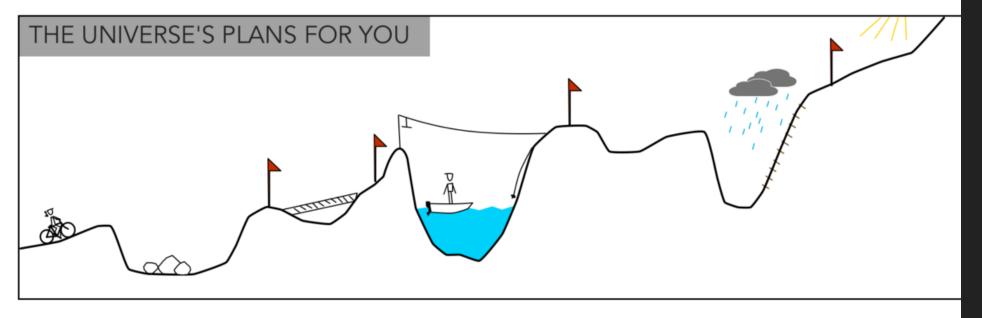
- 1. Can you identify at least **TWO** important concepts/theories/techniques/ideas/fun things that you learned from this class?
- 2. How would you **apply** what you have learned from this class to some aspect of your **life/work**?
- 3. What question(s)/mystery(-ies) has the class answered/clarified for you? What are you still wondering about?

Revisit Quiz - OOP

- 1. Solution
- 2. How to optimize/improve/build more features from MVP to product

How is your project going?





Not a joke it's reality

Project Plan												
	JUNE	JULY	AUG	SEP	oct	NOV	bec					
Kick Off Meeting												
Analysis												
Design												
Code												
Test												
Release												

Project Reality												
	JUNE	JULY	AUG	SEP	oct	NOV	DEC					
Kick Off Meeting												
Analysis												
Design												
Code												
Test												
Release												

Progress in 13 Weeks

- 13 weeks ago:
 - you knew nothing or little about programming
 - you never used VS Code/GitHub
 - you never processed data from API
 - you never created a web application
- Today:
 - well, let us take a look...

Programming Concepts

- Variables, Expressions, Statements
- Types: int, float, string, boolean, None, string, list, dictionary, tuple, set, ...
- Functions
- Control flow:
 - Conditional Statements: if...elif...else
 - o Iterations: for , while
- I/O
- Web Framework

Data Structures

- List
- Dictionary
- Set
- Tuple
- Basic operations: slicing, ...
- List comprehension: shorthand for loop
- Advanced data structures in collections module

Functions

- Procedural abstraction and decomposition
 - o to avoid duplicated code
 - The implementation does not matter to the client.
- Using(calling) functions
- Defining functions
- anonymous function: using lambda

Object Oriented Programming

- Class and object
- Attributes and methods
- Inheritance

Testing

- Write enough tests:
 - Cover every branch of each boolean expression
 - Cover special cases:
 - numbers: zero, positive, negative, int vs. float
 - data structures: empty, length of 1, larger, ...
- Assertions are useful beyond tests

Debugging

- When you observe a failure/error
 - Divide and conquer
 - o print()
- Use debugging tools:
 - breakpoints
 - other debuggers
- A more scientific method:
 - state a hypothesis
 - design an experiment
 - understand results
- Think first

Program Design

- How to write a function
 - Name, parameter(s)
 - Docstring
 - Tests
 - Body/implementation

Program Design (cont.)

- How to write a program
 - i. **Decompose** into parts (functions, modules)
 - Each part should be a logical unit, not too large or small
 - ii. Write each part
 - Define the problem
 - Choose an algorithm
 - In English (pseudo-code) first
 - Translate into code
- When necessary, use wishful thinking
 - Assume a function/module exists, then write it later Fake it till make it!

OK. What you have learned in this class

- There is no such thing as a "born" programmer!
- Compare your skills today to 13 weeks ago:
 - Theory:
 - abstraction, decomposition, specification, design...
 - Practice:
 - implementation, testing, collaboration...
- Bottom line: previous assignments look much easier for you today

What to Learn Next

- Data related:
 - o Data analytics, data science, data visualization, machine learning, big data...
- Scaling up:
 - larger and more complex programs
 - o i.e. Flask D Django
- Ensuring correctness
 - Principled, systematic design, testing, and programming
 - Coding style
- Managing complexity
 - More programming tools: testing, version control, debugging, deployment
 - Data structures and algorithms

How to Learn Next

- Python learning resources
- GitHub Explore
- Many MOOCs
 - Coursera/Udacity/edX, e.g. MIT6.00.1x, Harvard CS50
 - YouTube Channels, e.g. Corey Schafer, freecodecamp
 - Udemy, e.g. Automate the boring stuff
- Participate in community Stackoverflow/Reddit/GitHub
- Working in a team/open source project

What Other Technologies to Learn Next

- Excel
- HTML/CSS/JavaScript
- Other programming languages
 - Java/Swift/TypeScript/Go/Rust
 - 2022 Stack Overflow Developer Survey
 - o roadmap.sh
- R
- UI/UX Design
- Being a product manager

Being a Product Manager (PM)

- Understand demand
- Collect demand
- Analyze demand
- Convert demand to tasks
- Project management
- ...repeat after launching the product

Being a PM: Front-end PM/Feature PM/UI PM

- Technical skill sets:
 - UI, i.e. Figma/Sketch
 - A/B testing
 - Front-end experience
 - Data Analytics
- Intracting with other roles:
 - UI/UX Designer
 - Engineers
 - Data Analyst/Data Scientists
 - User Researchers
 - Users

Being a PM: Back-end PM/PM-Technical

- Technical skill sets:
 - Depending on technologies of the product
 - i.e. cloud infrastructure, database products, APIs, ML algorithm
 - Data
 - Basic Coding/Software Development
- Interacting with other roles
 - UIUX Designer
 - Engineers
 - Data Analyst/Data Scientists
 - User Researchers
 - Users

Data x Python

- Useful libraries:
 - Data analytics:
 - numpy, pandas, scikit-learn, matplotlib, ipython...
 - Anaconda
 - Deep learning:
 - pytorch , tensorflow , ...
- Python for Data Analysis
 - book
 - o code

Thank you