

Programming Logic and Design

Class Info:

Teacher: Max Johnson. PCDS Student - Class of 2017.

Contact Info:

- Email: max.johnson@pcds.org - I will attempt to answer any emails as soon as I can, and will check before 6pm every day. Feel free to email me after camp is over with any questions you have over the summer or during the school year. If your parents have any questions they should feel free to contact me as well.
- In Person: I will be on campus from first period until lunch every day, and often until the end of the day. If you see me on campus, feel free to ask any questions you have in person. You can also schedule times with me through email.

Rules:

- All PCDS Camp Rules Apply.

In Addition to the normal camp rules, please do not:

- touch another student's code without permission.
- touch a computer anyone else is using without permission.
- run a program without the permission of it's author.
- intentionally impede another student's ability to learn or enjoy the class.

Course Resources:

- **Required:** We will be using these during class.
 - **processing.org** - Processing's website. Documentation and Processing download can be found here.
 - **github.com/PCDSSummerCamp** - The Class Repository. Here you can find all of my code examples and class files.
- **Extra:** These are resources you might want to look at if you are having trouble or want to learn more.
 - **youtube.com** - Contrary to popular belief, you can learn things on YouTube. There are some pretty good/entertaining tutorials both for processing and other programming languages on YouTube.
 - **stackoverflow.com** - I cannot even begin to explain how many times I was saved by this forum full of helpful programmers willing to help you with any issues you have. If you're having an issue, someone else has probably already encountered it. More often than not, Google searching a programming question will come up with an answer from Stackoverflow. Think of it as yahoo answers for programming, but actually helpful.
 - **xkcd.com** Fantastic comic strip by an Ex-NASA Engineer. Recommended for anyone who likes clever humor, especially math, science, and programming jokes.