

Software Studio

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Goals

- What it is like to develop *real* applications
- Coding
 - Paradigms: OOP vs. functional programming
 - Teaming and version control
 - Tools and libraries
- Systems & architecture
- Design
 - APIs
 - UX

Syllabus

- Part 1: Languages
 - HTML/CSS
 - Javascript
- Part 2: Web development
 - Client & UX
 - Server & API
- Part 3: Web/app intelligence
 - Machine learning models and applications
 - Deep learning models and applications

Classes

- Tue: lectures + videos
 - at Delta 105
- Thu: labs
 - at EECS 326.328
- Course website: www.cs.nthu.edu.tw/~shwu

Evaluation

- Labs & homework: 60%
- Your term project:
 - Idea & pitch: 15%
 - with peer-review bonus
 - Final demo: 25%
 - with peer-review bonus
- Q/A bonus: up to 5%

Questions?

FAQ (1/3)

- Is this a programming language course?
 - No. This course teach you how to make *real* software
- Is this a software engineering course?
 - No. We don't focus on SE theories, but you will learn some “best practices”
- Is this a entrepreneur course?
 - No. But we will discuss the software development process in startup companies

FAQ (2/3)

- Do I need to write programs in this course?
 - A lot
 - *Under time pressure*
- Are we going to interact with the open source software?
 - Yes
- Why Javascript?
 - OOP
 - Functional programming
 - Has potential to unify web/app development

FAQ (3/3)

- Do I need to write code with others?
 - You cannot do it all
 - ***2~4 people a team***
- Do we need to come to the class?
 - No, as long as you can pass
- Is this a light-loading class or heavy-loading class?
 - Should be ***heavy*** to most students