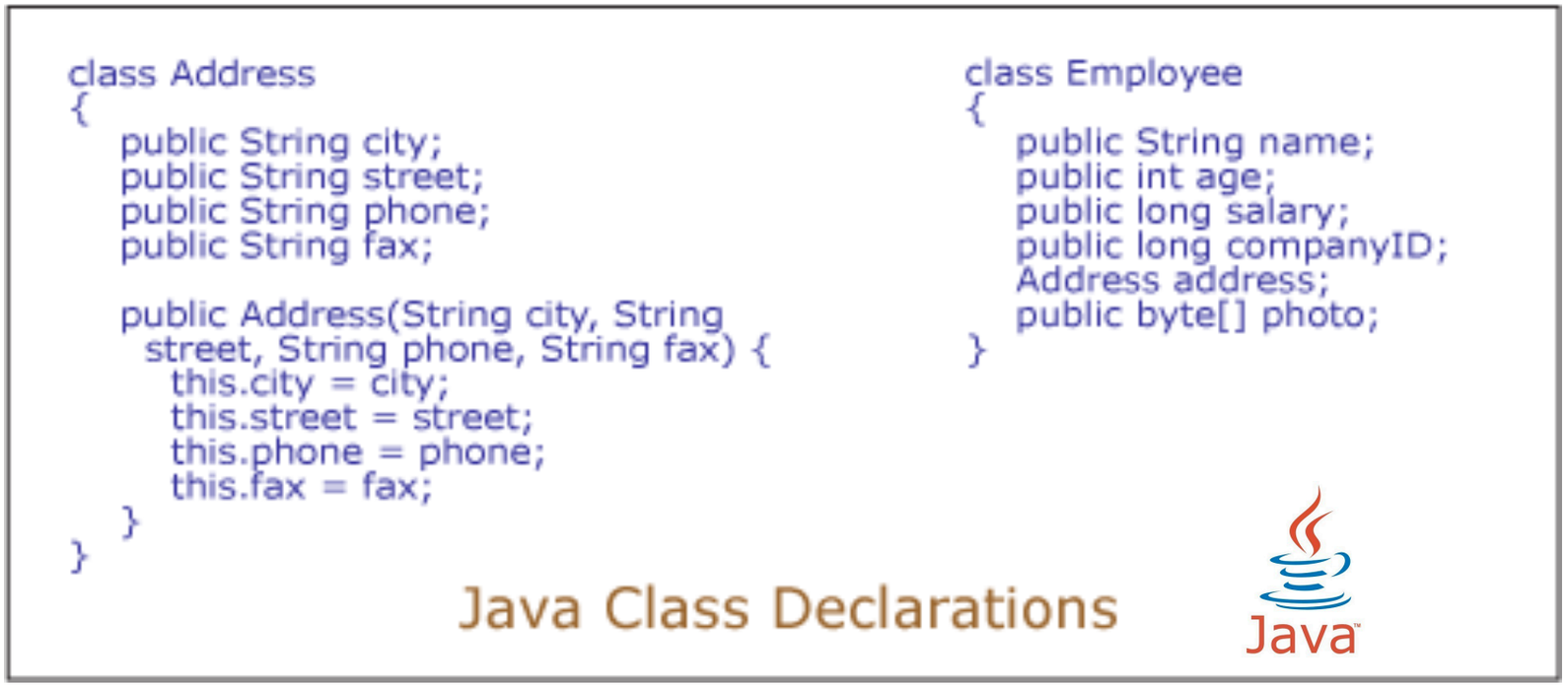
Programmieren I

Praktikum-1: “Klassendefinitionen I”

Dr. **Sebastiano Panichella**

20.09.2018



https://github.com/spanichella/spanichella.github.io/blob/master/img/Lab-21-09-2018.pdf

or

https://goo.gl/zX5GUC

About me

Sebastiano Panichella

Senior Research Associate Zürcher Hochschule für Angewandte Wissenschaften

Zurich University of Applied Science

School of Engineering

https://www.zhaw.ch/de/ueber-uns/person/panc/

or

https://spanichella.github.io/

About me

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Research Interests:

Software Engineering (SE) and cloud computing (CC): Continuous Delivery, Continuous integration, Software maintenance and evolution (with particular focus on Cloud Applications), Code Review, Mobile Computing, Summarization Techniques for Code, Changes and Testing.

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OLAT: Unterslagen
-> Praktikum
-> 02_Klassendefinitionen_Praktikum-1.pdf

or

https://olat.zhaw.ch/auth/1%3A1%3A1012768835%3A2%3A0%3Aserv%3Ax/02_Klassendefinitionen_Praktikum-1.pdf

Praktikum

Praktikum

Ordinary Praktikum

<u>Fast Track</u>

Praktikum

Ordinary Praktikum

Fast Track

GROUPS:
The students form teams of two people and communicate under which username (ZHAW abbreviation) the teams are formed to the lecturer.

TASKS:
- INDIVIDUAL TASK: Every member of the team perform each task individually (in the individual "**fork**"). This means that the students need to share the individual solutions done in their **GIT repositories** to the lecturer.

- MERGE: Then, in a collaborative manner the students merge their solutions proposing one final (improved) solution (e.g., in a folder called "**merged-praktikum-1**").

- SHARING THE FINAL SOLUTION: The final solution of the exercise (i.e., "merged-praktikum-1") should be shared to the lecturer **"always" in the same repository** (i.e., one of the student Git repository)

DELIVERY:
If not otherwise communicated, at least
24 hours BEFORE the next lab session.

EVALUATION:
For each team of two, 2 "Praktika" will be assessed (1 in the first 4 weeks and 1 afterwards). ***Score ranges 0 - 5 (bad 0, ok 3, good 5)***
The selection is random and will not be communicated in advance.

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<u>Fast Track</u>

Level Test:
They make the placement test on their own and check your solution by using the "Solution".

Selbstkontrolle: Selbstkontrolle by reading and answering the questions (online).

Classes: Lessons can be selectively visited (Self-control).

Simple individual project:

- Extension of the text-based adventure **game** "<u>Zuul</u>" from the textbook (described in Chapter 6 and 9).

- Alternatively, implement simplified text-based version of games like "Snake, Pac-man, Naval Battle, Laser Reflection Game, Bubble Spinner, Asteroids Game" or ***<u>Propose a project.</u>***

Meeting with the lecturer:
Check and feedback of your work in a total of **<u>3 meetings</u>** with the lecturer:
1) the student has ***<u>2 (max 3) weeks to select and describe the project</u>*** (which feature will be implemented of the game, etc.)
2) Middle of the course (check of the ongoing project)
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<u>1 JOLLY</u>

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4 TASKS

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https://olat.zhaw.ch/auth/1%3A1%3A1000116781%3A2%3A0%3Aserv%3Ax/02_Klassendefinitionen_Praktikum-1.pdf

TASK1 (max 20 min.)

“Code Inspection” of the “public class Buch”

https://olat.zhaw.ch/auth/RepositoryEntry/227409940/CourseNode/96153115753371/path%3D~~PSIT2~~Code%20Review/0

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TASK2

Install and use BlueJ:

OLAT: -> Unterlagen -> Praktikum -> Anleitung-Arbeiten-mit-Git.pdf
-> BlueJ Software -> BlueJ_Projekte.zip

&

https://olat.zhaw.ch/auth/1%3A1%3A1013057491%3A2%3A0%3Aserv%3Ax/99_Anleitung-Arbeiten-mit-Git.pdf

Download BLUEJ: http://www.bluej.org

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TASK3

1. **Fork the repository “**https://github.engineering.zhaw.ch/prog1-kurs/02_Praktikum-1_Buch**” as indicated in** https://olat.zhaw.ch/auth/1%3A1%3A1013057491%3A2%3A0%3Aserv%3Ax/99_Anleitung-Arbeiten-mit-Git.pdf

2. **Use BlueJ to edit it.**

3. **Answer the questions.**

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TASK4

1. Fork the repository “https://github.engineering.zhaw.ch/prog1-kurs/02_Praktikum-2_Konto**” as indicated in**
https://olat.zhaw.ch/auth/1%3A1%3A1013057491%3A2%3A0%3Aserv%3Ax/99_Anleitung-Arbeiten-mit-Git.pdf

2. Use BlueJ
to implement a class modelling a bank account