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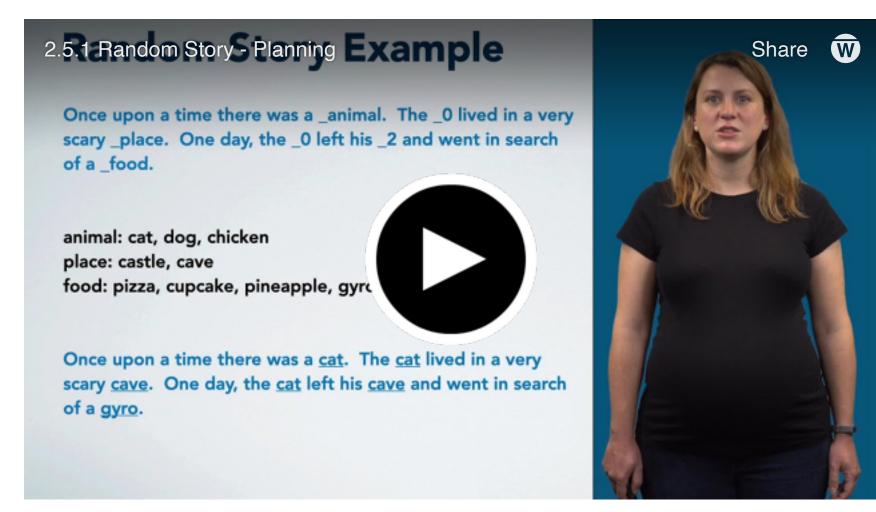
Print view

Random Story Assignment

Now that we're more familiar with this type of programming problem, we are now going to have you do a programming assignment that utilizes the concepts we've just introduced. This programming task is a bit larger than what you have been previously working with, so we are allocating a lot of time to it today (there is not much new content and only one assignment). We want you to have time to not only get the program working, but also to think about breaking it down into smaller tasks as you develop it. In the README we will give you some advice on how to incrementally add features to your program as you go, building from a very small set of features (that works towards the goal but doesn't really do what is needed) up to the final working program. We hope that guiding you through this incremental feature addition will help you not only work through this assignment, but also serve as a good example for your future software development endeavors.

As you head into this assignment, we want to note that what we have discussed here just "scratches the surface" of how to design and write large programs. The entire field of Software Engineering is devoted to "how to make good code," especially with a focus on designing, building, and testing large pieces of code. Drew teaches Software Engineering (ECE651) in spring semesters, and loves to talk about any of the topics in that course—so please feel encouraged to ask Drew any other software engineering questions during Office Hours!

Random Story: Planning



Day 10, Part 1

Now it is time to do 21_rand_story_1 on the Mastery Learning Platform. Login to the course server, go to assignment 21_rand_story_1 in your git repository on the MLP and read the README for directions. When you have passed that assignment, return to Sakai and continue with the content here.

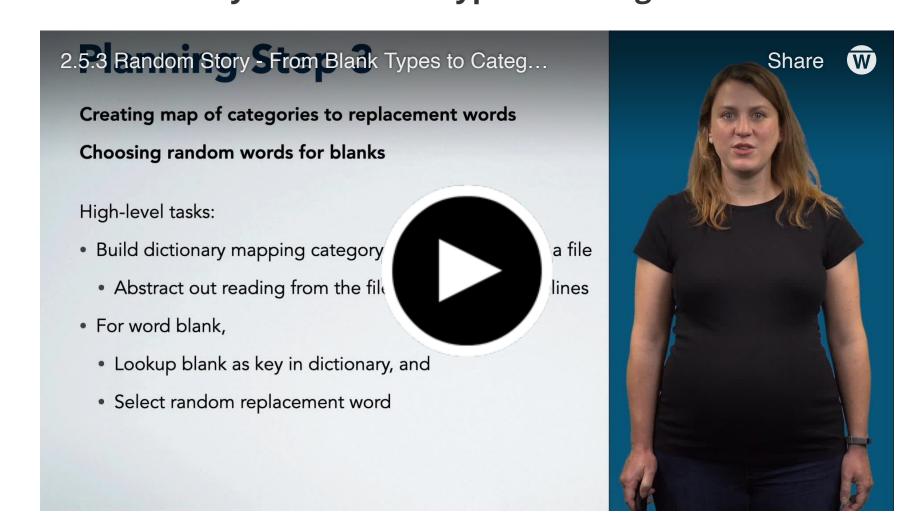
Random Story: From Parsing to Blank Types



Day 10, Part 2

Now it is time to do 22_rand_story_2 on the Mastery Learning Platform. Login to the course server, go to assignment 22_rand_story_2 in your git repository on the MLP and read the README for directions. When you have passed that assignment, return to Sakai and continue with the content here.

Random Story: From Blank Types to Categories

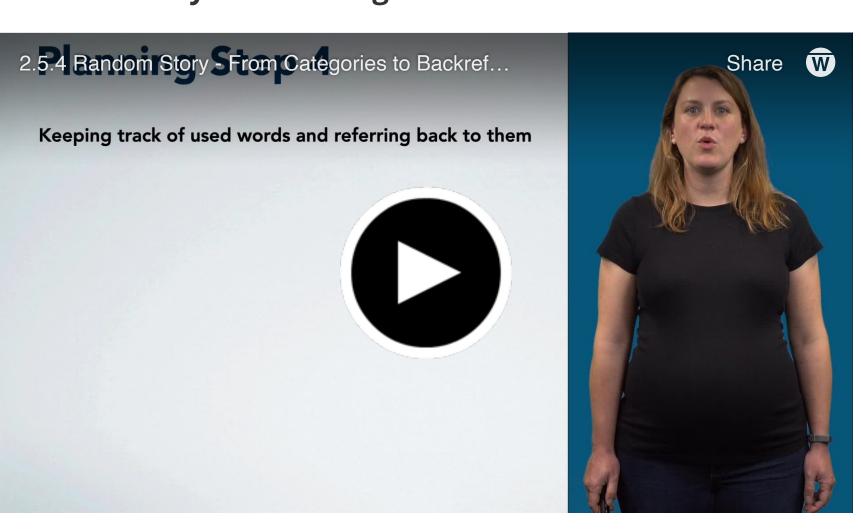


Day 10, Part 3

here.

Now it is time to do 23_rand_story_3 on the Mastery Learning Platform. Login to the course server, go to assignment 23_rand_story_3 in your git repository on the MLP and read the README for directions. When you have passed that assignment, return to Sakai and continue with the content

Random Story: From Categories to Backreferences



Day 10, Part 4

Now it is time to do 24_rand_story_4 on the Mastery Learning Platform. Login to the course server, go to assignment 24_rand_story_4 in your git repository on the MLP and read the README for directions. When you have passed that assignment, return to Sakai and continue with the content here.