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【ask】

Well, let's start now. You first briefly introduce your background and some development experience you have done, that is, how many years of development you have been doing.

【answer】

Oh, I am now a first-year graduate student , and then I studied at X X College of X X University for undergraduates . Now it is renamed X X College, and then X XXX majors . X XXX majors are under the category of software engineering, so the development we are in contact with is actually More, in terms of course design , for example, like software, we also have a course called software development , and then there are some competitions, such as some courses, such as programming, C ++, and then like data structure , these It is something above the programming language, and then the courses developed by yourself, such as introduction to games , developing games, such as interaction design , developing software for interaction design, and then, for example, the software development course I just mentioned is to use android studio to develop a APP. Then I will also participate in some competitions, such as the X XX development competition, and then I have done some web pages and front-ends , which are considered development , and then there are some projects , which I do with the teacher, such as using Unity to develop some PC-side software. , like this .

【ask】

About how many years of development experience ?

【answer】

It's been 4 years since the beginning of the undergraduate degree . About 4 years .

【ask】

Well, then you can specifically talk about a certain software or a certain tool or a certain development framework that you have learned. You can briefly talk about the process and how you learned it. At the beginning of the framework , I decided to learn it and start learning it , and then use it to do a certain development and make a certain function. What is the specific learning process like?

【answer】

's take Unity as an example, because it is used a lot, and Unity is because our school uses this software first, so, in the process of class, the teacher will have a certain amount of teaching, and then the teacher will have a certain amount of teaching, this is Is it a development document? The teacher's class teaching demonstration video, this kind of may not be regarded as the development document.

【ask】

The video is considered a kind of tutorial , so be it .

【answer】

Then if it counts, it is some tutorial videos of the teacher's class, and then after class , Unity has its official website, and then it has its own forum, and then there will be some questions and answers on it, and then after the basic operation is learned, it is the specific According to what function you want to develop, find some of the corresponding functions, and some specific corresponding code statements are like this. For example, when I develop a game, and then in the process of developing this game, the first skill operation is learned from the teacher. Yes , after learning , there may be some content that the teacher has not talked about outside the basic operation , just go online to check some related things, such as csdn , or some forums, it will have some questions and answers .

【ask】

The software you mentioned just now has an official website, right? The official website has a document similar to its official document, right?

【answer】

Well, yes, but I don't actually read much about its official documentation, I just read the discussion on the forum. In this way , I just ask directly, for example, how to do it here, and then, there may be someone on the forum who has related information. problem or something . . Because we usually go to see that when we encounter a problem within 10 minutes, and if we can solve it ourselves, we will develop it ourselves .

【ask】

Well, what you do is actually based on your teacher's teaching, and after the teacher finishes teaching, you actually have a certain grasp of this thing, and then you can directly use it for development, just saying that you encounter problems. You're going to check it out when you're not, um, so can you give an example that you taught yourself? It's not taught by a teacher, it 's an example of how you teach it all on your own, then learn it , and use it to develop.

【answer】

's not that there is a teacher teaching, I think , maybe the front-end development is relatively less taught by teachers, and I mainly rely on myself, because I wanted to participate in a competition at the time, and then our classmates just wanted to develop a game together. The website, and then some students are responsible for the back-end, they mainly let me be responsible for the front-end part , I went to learn some, just to understand some of the front-end frameworks such as Vue , boot strap, etc., and it involves First of all, I made an overall general understanding of what is needed, and then according to the specifics , I may first need one, because we don’t necessarily have to start from scratch, so we need one , and there may already be I have a template, and then, so first find some more suitable templates, and then continue to process according to our specific needs . For example, I watched a lot of rookie tutorials at the time. It was a tutorial , and then it had a very detailed introduction. Then you can actually master its basic operations after reading about the first few , there is no big problem, and then for some specific applications such as interaction , when you want to use it again, you can Just go back and look at the corresponding tutorial in detail, so probably you can make a decent thing in this way .

【ask】

Then you choose this framework at the beginning, for example, some of the front-end development frameworks you mentioned just now , when you choose this framework, you should also refer to some materials, right?

【answer】

Well, yes, I will learn about some of the most popular frameworks now and which ones are easier to use .

【ask】

How did you know it, is there any documentation for it?

【answer】

Well, I don't read the documentation for this, because in fact, a lot of it depends. I think communication is very important. For example, I will search on Zhihu or learn about it from seniors and seniors .

【ask】

So I decided to choose such a framework. After choosing it, I mainly learn it by watching tutorials. A tutorial is a website for a technology like a rookie tutorial, right? It 's a relatively simple tutorial, and then after reading it, basically Do it if you can, and then go to the tutorial when you have a problem, right ?

【answer】

Yes, because it is actually like HTML or front-end development. People with certain programming experience can understand most of the contents of it when they see it. In fact, it means that you have a certain experience. , although it is a completely different language, but you have a general idea of what it is , so in fact , it is not so , it will not be said that it is the feeling of starting from zero, um, that is, so you have a general understanding .

【ask】

It is the front-end language, such as CSS, which can basically be understood at a glance .

【answer】

Yes , it's simpler .

【ask】

a general understanding , the next step is to ask you, what role do you think the documentation plays in your development process, and does it occupy a more important position?

【answer】

Well, if I encounter problems in my development, there are generally two methods, either to ask for help from seniors or seniors or people who know it around me, or to ask for technical documentation . First of all, it should be asking for technical documentation, which is usually like this, and then um, so it is actually quite an important role. If there are not so many related answers to various questions on the Internet, I think it is difficult to quickly develop a complete understanding of the problem. a thing, or do it as soon as you understand it .

【ask】

Well, that means documentation is still more important in your development process, and when you encounter problems, you should first ask for documentation or search for answers on the Internet, and then ask others, right ? So how did you find these materials , is there any other way to get the answers you need besides searching ?

【answer】

Of course, it is for example to look at some similar things that have been developed by others, right, if you want to use this function, and others have developed it , you can learn from this function .

【ask】

What people have developed are some templates, right?

【answer】

Yes, I do n't quite understand it, that is, apart from search engines, how big a category does it include ?

【ask】

It may be that you know that thing, and then go directly to its official website. For example, enter its link and go directly to its official website to find the information you want. This does not count as using a search engine. It may be like the previous one. People mentioned what they will have, which is the community of programmers. For example, there will be a certain QQ group , and these materials can also be obtained through this QQ group.

【answer】

main thing is to search, and then you can enter through some links you just mentioned , maybe you can, just individually, but this is actually an individual , it is equivalent to one that you already know, such as the unity forum I just mentioned , that is, you can directly check the relevant content through the forum.

【ask】

Understood , that is after you found this thing, which is equivalent to opening this document, how did you read it? How about a reading habit ?

【answer】

I came with a question. If I came with a question, I would directly find the answer I wanted. Doesn't it usually have a directory? Just find what I want first , just click in and see the part of the document I want, look at it like this, and then see if it can solve my problem .

【ask】

Just click on its navigation or its directory , click on the corresponding chapter, and then read it . For quick positioning, will you use this search function ? Internal search or ctrl+F .

【answer】

will also be used .

【ask】

So can you recall what types of documents you have used ?

【answer】

Well, I just mentioned, basically used it, for example, search through search engines, such as Baidu Google , etc., and then look at it, usually found, or some blogs written by others , such as It is possible to say that all kinds of blogs are possible, either some official documents, or some questions raised by others, which is almost the case, and then I think it is possible to read more tutorials written by others, because I searched When searching for keywords , it may be, for example, what game I need to do now, I will search , such as unity , and then the ball bounces, such as this . When it comes out, there will be various tutorials on how the ball bounces . It is possible to find out that Unity 's own official website is introducing things such as bounce production, animation production and the like . Then there are the replies under some blogs on csdn , which are actually quite that , that is, after reading the blog , there are some problems that are different from what it said, but the students who may comment below also have similar questions, Then it will look for the answer there, um, and then either, some content such as the documents that need to be downloaded, it is not directly searched , it may be a link for you, and then you go to the network disk, for example Download it or something , and then a technical document like this .

【ask】

this an official document ?

【answer】

No , it is usually written by the programmer himself , but it may require downloads such as money .

【ask】

It's kind of like their own notes, right ?

【answer】

Notes , paid notes. But I usually use it sometimes, because sometimes I can't find it, and then I just ask some friends for help. I feel that in the documentation, it is basically just look at the official and tutorials, and there are some unofficial ones. tutorial.

【ask】

Well, that means you have access to some foreign documents ? The documents of some foreign things , such as the Unity mentioned just now, should also be foreign .

【answer】

Yes, its documentation is all in English.

【ask】

I have also been in contact with some domestic and foreign development documents, right, so what do you think of their quality? You can give a more specific example . Just give a good example and a bad example, and then talk about their good and bad aspects of this document .

【answer】

The official documents of the software I have used in China are relatively few, and I have only used unofficial documents like Cainiao.

【ask】

Then you can talk about the rookie tutorial, do you think it is good? Where is the good, where is the bad .

【answer】

Like a rookie tutorial, I think it's better that you can do a real-time study of your learning , it will have a code block that you can directly run and use, and then you can know directly , generate the results directly, and then you can Change some code yourself and see its resulting output . It is actually a very educational thing, it is to let you learn this thing, but I think in fact many foreign development documents like this kind of software, it is more that you don't understand and then check it, just like a book In the same way, it doesn't ask you to read the entire document and then teach you something, but you come to it when you have a problem, and then it will help you solve it, I think this is a big difference . Like a rookie , every content is written very simply. In fact, a paragraph may be brushed to the bottom, with only a few lines. It will have specific code segments, and then some very concise ways to tell you how to use this syntax , something like this . But if there are specific foreign software documents, it will be more detailed, and then it may be accompanied by some video tutorials . But noob won't have video tutorials, usually. That is to say, I think it's better for rookies , maybe it's a good thing , one is that what I just said is relatively concise. If you want to learn something, you can get started quickly, because you can operate directly in it, you don't have to go out and open a new program, and then run it to see the result , you can operate it in it, and then it is easy to learn Well, it's easy to get started . Then the disadvantage may be that it is not so complete. It is actually very basic to tell you some content, and the examples are relatively simple. Then you feel that even if you read all of them, you will not learn very well. If you really want to learn fine, my idea is that if you really want to learn fine, you have to read its official documentation, in fact, I have this feeling, and then when you go to the official documentation , it There will be a very detailed introduction, and then there will be, for example , a video . But it won't have the kind of function that lets you try it directly on the spot. Generally, you have to try it on your own software , but the steps and so on will generally be clearer and clearer . This foreign software documentation, I think there may be a disadvantage. It may be that it will be more verbose , and it may not be so easy to read. Sometimes it is easy to give up. The advantage is that it is more complete and comprehensive .

【ask】

Well, as far as foreigners are concerned, can you give a more specific example? Well, one of your favorite documents .

【answer】

Loved the documentation , I think about the last time I used that Android During studio , Android It has an official website for studio. I installed Android studio for unreal , the unreal engine , a software . Then I went to unreal's official documentation to find the relevant content that matches the Android SDK, and it is actually very detailed, that is, it will take screenshots of each step , and how to install it, you click here, then click here, if What happens to you, it will have a warning, assuming what happens to you, what you might do, and then say this step, if you choose something , you might do it. That is, it is very, very clear, and you will find the corresponding almost every step . Because in fact, we all know that it is very painful to match the environment, but when it is matched with that environment, it makes me feel very clear, and then every step even if there is a problem, it probably has a direction to say, where can you go? Find the problem, um, and there are screenshots for each step, it will not be like a plain text description, sometimes you may not be able to find it or something, it has screenshots for each step , and then you just press it and it is very easy . clear .

【ask】

That is to say, its installation tutorial has clear screenshots , which are very intuitive, and then you can understand it at a glance . In addition to its installation, the explanation of the part that applies its specific functions, what are the advantages?

【answer】

Well, I think one is clear, and the other is it , well, I think about how to say it , in terms of advantages , I feel that you find the answer, that is , you can find the answer you want here .

【ask】

Can any problems you encounter be solved here ?

【answer】

Well, basically it can be solved, um.

【ask】

Well, apart from the content itself , what about the structure of this document?

【answer】

The structure seems to be quite clear, because I usually have a strong purpose, and I can find what I want, indicating that it should still be. I have not carefully observed its structure, but for example, I want to When I look for something to render , I can directly approximate it. For example, there is a menu with a render on it. I probably know that this is rendering. Then I go to the bottom and look at its menu, and then I look for it like this. Basically, it seems Haven't encountered too many obstacles .

【ask】

That is to say, its structure is arranged in sub-directories and sub -directories, so it is relatively clear and you can quickly find what you need, right? Will this website have something interactive like what you just said? Just a line of code , an example, and a click to run something that has such an interaction ?

【answer】

No, but the possible reason is that because it is a software tutorial, it may not be as convenient as a rookie .

【ask】

Understand, oh, then you can give another poor example, which is an example of a document that you seem to have a poor experience with this document and basically cannot solve too many problems .

【answer】

Well, it may be a document written by someone else .

【ask】

Can be specific .

【answer】

For example, I think I often encounter this situation recently, because I want , for example, use unreal to do a very simple thing, and then I search for some tutorials that I get, and they are all very lengthy . For example, if I don't know the font size or font , it will be written so that you have no desire to read it at all, and then it has a lot of text and complex content. At first glance, it feels that although it It is consistent with the title you want , but the content is not the same as what you want , you will be confused .

【ask】

This is not an official document, is it, written by someone else?

【answer】

Yes , it is the kind of notes on csdn , but the quality is not very good.

【ask】

Well, have you ever encountered a better quality one ?

【answer】

There are also .

【ask】

like this on blogs , in Q&A communities, have good and bad documentation, right?

【answer】

Well, of course.

【ask】

Then you have also used WeChat 's developer tools .

【answer】

Oh, yes, but that one was also participating in a competition . I didn't use it too much, maybe a little .

【ask】

What do you think of that article?

【answer】

of the WeChat document, because it was actually a little long ago when I was a sophomore , so it is not special . In my impression, it also has a sidebar, and then there are a lot of subdirectories on the sidebar . As far as I can see now, I feel ok .

【ask】

I can still use it as a developer document, and then I can develop that small program, right?

【answer】

Well, we seemed to use a lot of the introductions in the developer documentation at the time .

【ask】

Well, I understand, the next question is about the feedback of this document , that is, if there is a feedback channel at the bottom of the document, for example, it will ask you, do you think this is helpful to you? ? Or do you have an opinion? Similar to such a feedback channel, it may be in different forms. It may be a certain button or a form that asks you to submit a form, or enter a certain page for comments. If there is such a feedback channel , will you give it feedback ?

【answer】

I feel like I've seen quite a few avenues of feedback like this, but I've never had feedback, and even if I get really angry sometimes, I don't .

【ask】

why?

【answer】

It seems that I feel like ah, I turned it off when I was so annoying, and I turned it off when I thought it was useless .

【ask】

Is it because you feel that this content itself is useless to you, so you do ?

【answer】

Yes , I mean, for example, when I see other people's blogs, it seems that sometimes there will be feedback below. This is whether it is useful to you or not useful to you . I usually don't know much about it . What I might order is that it might be really useful to me, I might like it or something .

【ask】

If you are useful, you will like it, and if you are not, you will be too lazy to give feedback .

【answer】

Because there are so many words to write .

【ask】

Have you ever seen a feedback channel like this in the official documentation ?

【answer】

That said, it always feels like there is, I think it must have been seen. I may not have given much feedback on the official documents. Well, I think about it , it should be no, and there may not be any official documents that I am particularly dissatisfied with .

【ask】

Well, I understand that basically no feedback has been given, so if you encounter this situation in the future, will you be willing to give feedback? Because your feedback has the potential to help the team behind its documentation to improve their quality.

【answer】

Well, it will .

【ask】

Understood, well, the next question is, have you written technical documents, have you written them yourself?

【answer】

I have written software documentation , that is, after developing a software, I will write the documentation , including the development background of the software, and then some languages used for development, and then what is specifically developed , because we are generally development projects , engineering projects , so it is like a project document , it will introduce which levels or pages we have, which functions are like this, and then what each function corresponds to, how it was developed at the time , and UI design .

【ask】

Who is this project document intended for?

【answer】

For people who use this software .

【ask】

People who use this software , do you want to make this software for the market ?

【answer】

But we're not really market-oriented .

【ask】

Will people inside of you read this kind of documentation ?

【answer】

Our internal people are writing this document .

【ask】

Then you actually just completed a simulated project, and did not actually put it into production. Of course, you also simulated the process of writing documents, right ?

【answer】

Well, yes , shouldn't a software patent be considered a document? Isn't that kind of technical documentation?

【ask】

Um. So what difficulties do you encounter in the process of writing this document , and what are the difficulties? Or did it just go smoothly in writing ?

【answer】

It feels very smooth , because basically , if it is developed by your own team, because basically you know what I just said, what functions are used , what does the functions mean, right, which frameworks are these? It's all clear.

【ask】

OK, then I think about what's the problem. If there is such an ideal state, you can use the documents that you are very satisfied with in your development work in the future, then what kind of documents do you think are the documents that satisfy you ? Or what kind of document is a good document, and what kind of document do you expect to use ? You can roughly summarize the points that you hope to be good at.

【answer】

Well, first of all , let’s take software as an example. Using a software’s documentation , the basic operation of the software can be clearly explained, that is, it can’t only talk about some or only parts , anyway, try to talk about it as much as possible. It is comprehensive and clear, which makes it easier for me to understand these basic functions, because it is not complicated at all, so these basic work can be mastered in a relatively clear and simple way . Then its best structure is relatively clear, and the entire search logic is relatively clear, allowing me to quickly locate some difficult problems that I want to locate, and then this may be two parts . Then, as for these more difficult problems, I hope that it can also have some more comprehensive and in-depth development, that is, basically the problem can be solved, like this . Then it is best to have some space for discussion, for example, there will be some comments and replies at the bottom , because sometimes the document does not mention it, maybe you can find the answer in the comments , and then you can also ask questions or Yes can be answered .

【ask】

Do you want readers to have a place to comment ?

【answer】

Because I have used it a lot before and can find a lot of answers in the comments below. In fact, this is pretty good. I feel that I can basically solve the answer I want .

【ask】

Then you feel like reading documents in English, do you find it difficult?

【answer】

's actually okay, because there won't be any more professional terms.

【ask】

you think language is not a big problem ?

【answer】

It's not a big problem, because we actually read a lot of English documents , and also read a lot of papers, so it's fine .

【ask】

Do you think it is necessary for this kind of English document to have a bilingual version ?

【answer】

It would be better , um, yes, because I think there must be many students who are unwilling to read English, because Chinese must be clearer. If there are Chinese and English at the same time, I will definitely read Chinese, because the speed will be faster and clearer .

【ask】

This is in terms of content, but in terms of structure, what do you want the document to be like ? What should a good document structure look like ?

【answer】

I hope it has basic use and in-depth use, so that everyone can be more able to locate themselves as a beginner or a long-term veteran , because in fact, there are many things, such as I want To understand a content, but as a beginner, you tell me a lot of deep things, and I can't understand it, so you can tell me in some simple words , OK, I probably understand what's going on, Then I will learn more about this software. I will slowly explore this software. After I understand it, I will read the in-depth content. It will be more useful. It is best to have a rookie version and a veteran version . Let ’s make some structural divisions , for example, what functions does the specific software have , for example, it is used from its foundation, then its various programs are written, then some components, and then like some renderings, like some scenes These.

【ask】

That is to say, its structure should first be from the shallower to the deeper, or it is simply divided into two versions with different difficulty levels, and then another division is made directly inside the version, which is also from the overview, and then to the in-depth .

【answer】

Yes , then it is better to be able to clear the keyword, so that people who want to find it can immediately find it .

【ask】

From the perspective of document interaction design, what do you think is better?

【answer】

interaction design, I think that the left side is the interaction bar, and the right side is the text, which is very good, very clear, and then when you slide, it can be indented first , then hidden first, and then it will pop up when you need it , and then Basically it's like a lot of columns , and then you click it and list it at the bottom, and then you click it again and you can go back again , so you can easily grasp its content .

【ask】

Well, then that you just seemed to mention the running of a code . If there is such , its demo, the code in its example can be run directly, it is better if you don't need to manually install the environment yourself, right ?

【answer】

Yes for sure .

【ask】

Well, is there anything else? In terms of typography, you mentioned that it's better to have pictures and text, right?

【answer】

It would be better if there was a video

【ask】

The video should be more intuitive, and there are indeed some documents now, and there will be a shorter video in the part where they get started .

【answer】

Well, yes, just get started right away, you won't feel that this software is difficult for users , you will have a bottom line first .

【ask】

it easier for you to watch video than text ? Are you more inclined to watch videos ?

【answer】

Yes, that's right.

【ask】

there anything else to add ?

【answer】

no more .

【ask】

Ask a question that is not very related to the document itself, because our research needs to be oriented to Chinese developers, and then we just want to understand the positioning of Chinese developers and programmers for themselves . Do you think that in China , programs Compared with people in other professions and other occupations, what are the differences and characteristics of this group ?

【answer】

I think it's possible , the pressure is a little bit bigger, the work pressure is bigger, I think maybe it is, because maybe you need to face a lot of performance appraisals, or face a lot, that is, in this era of constant changes, programmers are the most You need to keep up with it quickly, then get the latest information, and then make changes. For example, whether it is development or whatever, it must be constantly updated, constantly updated, and updated quickly .

【ask】

You mean that the work pressure itself is also high, and then the technology is constantly updated and iterated, and then you also have a learning pressure ?

【answer】

Well, yes, and there is the pressure of development, there is the pressure of learning and development .

【ask】

So what do you think is the difference between programmers and other majors in terms of study habits ?

【answer】

I feel that we are all inclined to the feeling that the foundation is not so solid, but it is already building a house. In fact, people usually just want to do something and do it, but in fact, many things are not very clear, and they are already implementing some seemingly high-end content, such as developing a website . I don't know enough about the framework itself, but because there are actually too many tutorials to teach you to do it step by step, maybe you can make a decent thing, maybe it can also cope with your boss or your job , but I really want to ask you that you really understand some specific content and principles. Maybe not, but maybe other majors don’t. Maybe they are more solid, I guess .

【ask】

That is, although your knowledge, this knowledge structure is not very solid, but you can start to do it, you will definitely encounter problems in the process of doing it . When you encounter problems, you tend to solve them yourself, right?

【answer】

Well, I actually prefer to solve it by myself, and then if I can't solve it, I will ask my classmates for help.

【ask】

As for learning , does learning also tend to be self-study ? You should be self-taught most of the time you study .

【answer】

Yes, learning is all self-study , only self-study.

【ask】

No more questions , let's end our interview today.