4/11/18 ICS 32 Lab

Generally, a lot more people came into lab today, due to the project 1 deadline coming close. Most of the questions I received were about sorting lexicographically for project 1, an issue that Thornton wants students to figure out. There was a big difference between those who were further in the project and generally understood what to do, as opposed to those who didn’t. Most of those who didn’t know what to do and who weren’t far along on the project were international students who I assume might not have understood the project guidelines as clearly. One interesting thing that occurred was that one student asked me if I was able to tutor her child in 9th grade math/science. I told her I was unsure of whether this would even be allowed as a current lab tutor, and that I would give her a response in a future lab. I stayed a little bit over the time because there were many questions, a stark difference from last lab.

4/13/18 ICS 32 Lab

In comparison with the last lab, not as many people came to lab (approximately 15). The people who did end up coming to lab generally did not have as much progress on the project as those who came to lab last time. I did not receive many questions about sorting, but more questions about random errors with their respective programs. One interesting question I had was that an error was being thrown and not caught despite being inside a try and except loop (a permission error). I could not debug his code, and I was told that the TA also did not understand why the exception failed to be caught. I told him to forward his code to Thornton, since we did not have an answer to that question. I did forget to show the issue to the other lab tutor, and that is a mistake that I plan on learning from; even if I find a question that I cannot answer I must always remember that I can redirect the question to either the other lab tutor or the TA.

4/16/18 ICS 32 Lab

More people showed up to this lab session since people were either working on project 1(which is due the same night) or starting on project 2. In general, I saw issues with organization on project 1 that could be corrected, and I tried to guide them towards refining their organization by informing them practices such as modularizing their different parts of the program instead of having huge functions that often would just access global variables. However, most of the students who did come into lab and asked questions were generally still working on project 1; I received little to no questions about project 2. Additionally, I’ve noticed that I’ve been able to quickly locate the issue for random errors and bugs faster due to the systematic approach I take when looking through different student’s code. Looking at all the different ways students solve the projects and how they organize code is definitely increasing my own ability to quickly read and understand code, and even debug my own errors in separate courses.

4/18/18 ICS 32 Lab

Today’s lab was in general a slower day, with less people asking questions as project 2 was just recently assigned. Most of the questions that I received were just questions about the file that Professor Thornton gave them to use for their project. Some people had misunderstandings about how the data was being represented (the board), so I directed them to the portion of his code that showed that the return data type was the GameState named tuple he created which held a 2D list to represent the board as an attribute. The other type of questions I received were about where to start on certain aspects of the project, and I answered them by trying to get them to think about the overall idea of the project and how different parts of it can be modularized. Also, when receiving questions about help debugging their code I try to point them through the process of examining the error the receive, the line number, etc, and walking them through the process of finding exactly what is causing the issue. I feel as though this is helping them understand their bugs, and this process helps during my own debugging. For future lab sections, I should improve on ways to guide them with the design process without directly telling them how to modularize the different requirements of the program.