

Software Carpentry

Leeds: 10th & 11th September 2015

Team

Martin

Joanna

Mike

Alastair

Matt

Chris

Grace

Housekeeping

Toilets

Fire and evacuation procedure

Breaks (tea and coffee supplied)

Lunch (own arrangements)

Software Carpentry?

Goal is to make scientists* more productive, and their work more reliable, by teaching them basic computing skills

Workshops develop skills so that scientists can spend less time wrestling with software and more time doing useful research.

Plan for today

0930: Introducing the shell and automating tasks

1045: Break

1100: Introduction to version control with Git

1230: Lunch

1330: Building programs with Python I

1445: Break

1500: Building programs with Python II

1615: Wrap-up

PostIt notes

Yellow for feedback and comments (lunch and end of day)

Green- stick on your laptop if everything is OK/ you've finished an exercise

Pink- stick on your laptop if you need help

Important Links

On the sheet on your table, links to

The course web page

The Etherpad we'll be using
