

The things you should do

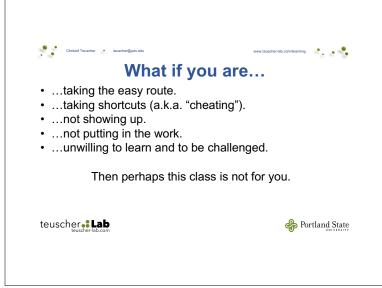
Neep track of everything you accomplished. Create a portfolio of your work that you can showcase.
Solve at least one challenge per week.
Complete the main project.
Show up.
Engage
It's easy to get answers in these days.
It's hard to ask the right questions.

Received to the complete the main project.

Received to the complete the main project.

Portland State

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I see my role as...

- ...providing a framework to learn (and fail).
- ...providing plenty of opportunities to shine.
- ...helping you to be successful, not just in this class, but in your career.
- ...guiding you on your educational journey.
- · ...nurturing your curiosity.
- · ...being a role model.

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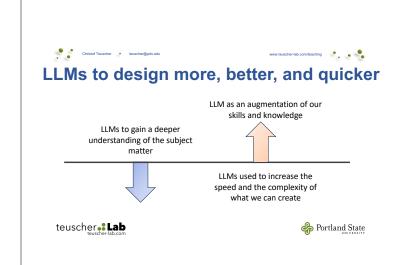
"Vibe coding"

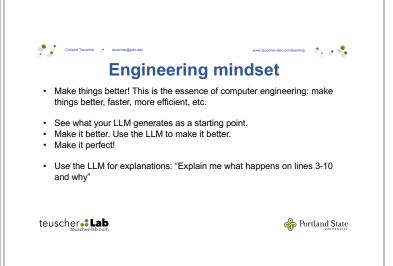
- "Vibe coding is an Al-dependent programming technique where a person describes a problem in a few sentences as a prompt to a large language model (LLM) tuned for coding.
- The LLM generates software, shifting the programmer's role from manual coding to guiding, testing, and refining the Al-generated source code.
- Vibe coding is claimed by its advocates to allow even amateur programmers to produce software without the extensive training and skills required for software engineering.
- The term was introduced by Andrej Karpathy in February 2025."
- Karpathy: "The hottest new programming language is English."

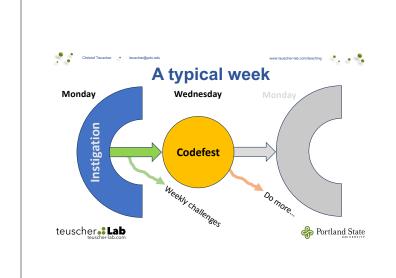
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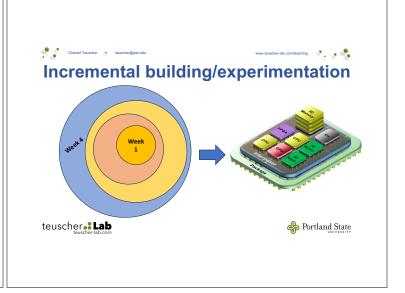
https://en.wikipedia.org/wiki/Vibe_coding

















- Now: complete an initial skills/knowledge assessment.
- End of term: complete the same survey.
- Agree to have your deliverables/products assessed.
- Participate in a focus group at the end of the term.
- Why participate?
 - Help to make this a better class for future students
 - · Be part of the change
 - Co-author a publication?

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Prep for next Monday

- C. Guo et al., "A Survey: Collaborative Hardware and Software Design in the Era of Large Language Models," in IEEE Circuits and Systems Magazine, vol. 25, no. 1, pp. 35-57, 2025, https://doi.org/10.1109/MCAS.2024.3476008
- [OPTIONAL] G. De Michell and R. K. Gupta, "Hardware/software codesign," in Proceedings of the IEEE, vol. 85, no. 3, pp. 349-365, March 1997, https://doi.org/10.1109/5.558708

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