

Programming Demos (& Projects)

DeNero

Programming Demonstrations

Purpose of demonstrations:

- Proof
- Example
- Illustration

Tips:

- Simplify every expression
- Describe what happened after each output
- Motivate your progression
- Practice

(Demo)

Programming Assignments

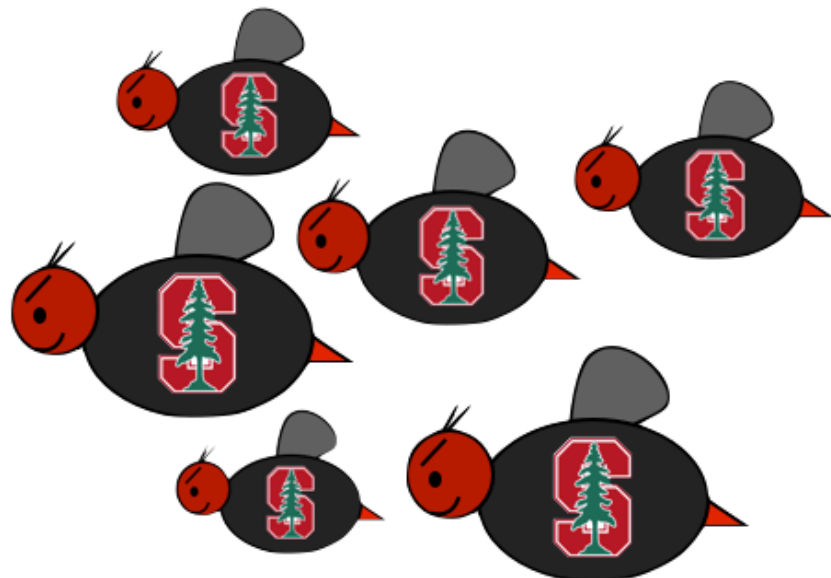
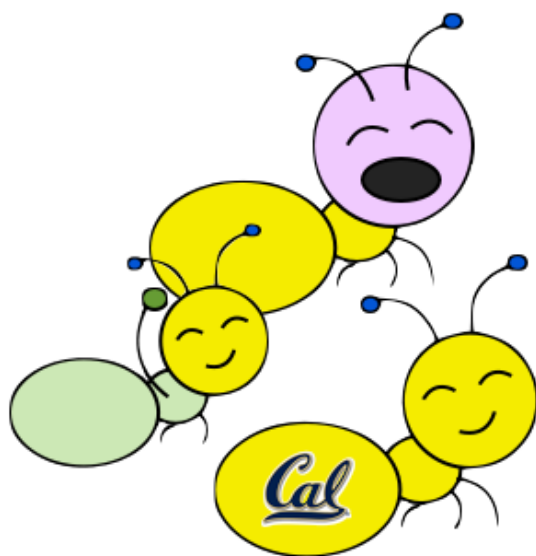
Purpose of assignments:

- Competence
- Generalization
- Synthesis

Tips:

- Simplify every expression
- Ensure testable progress
- Provide intermediate results

Project Overview of Ants vs SomeBees



(Demo)

What Worked Well?

- Solve 2 problems and you can already play a game.

"Ants vs. SomeBees was cool because we could see our progress through the project by playing the game over and over again in stages." (Demo)

- Students develop the game logic; the provided graphics visualize the behavior they implemented.
- It's based on a game that students already know.

"There should be more projects like [Ants vs. SomeBees]. I found making a spin-off of a popular game to be extremely fun; it hardly felt like I was doing work!"

- Distributing the test suite with the project.
- Turn-based game with discrete states.
- Pure Python 3 with no external dependencies.

What Else Worked Well? A Common Enemy

Which of these
do you dislike
the most?

