Software Studio

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Goals

- What it is like to develop *real* applications
  - OOP and functional programming
  - Teaming and version control
  - Tools and libraries
  - Under *time pressure*

How?

- Part 1: web frontend
  - Old school: HTML, CSS, ***Javascript***, etc.
  - Modern approaches: React, Redux, ES6, etc.
- Part 2: backend
  - Databases, authentications, etc.
  - ***App intelligence*** (machine learning and AI)
- Part3: mobile apps
  - React Native

FAQ (1/3)

- Is this a programming language course?
  - No. This course teach you how to make ***real*** software
- Is this a software engineering course?
  - No. We don't focus on SE theories. You will learn some "best practices"

FAQ (2/3)

- Do I need to write programs in this course?
  - A lot
  - ***Under time pressure***
- Are we going to interact with the open source software?
  - Yes.
- Why Javascript?
  - OOP
  - Functional programming
  - Has potential to unify frontend development

FAQ (3/3)

- Why do I need to write code with others?
  - Yes. **3~4** people a team
- Do we need to come to the class?
  - No, as long as you can pass
  - ***Video*** lectures
- Is this a light-loading class or heavy-loading class?
  - **Very heavy** because we have ***assigned readings***

Evaluation

- Idea and market survey: 10%
- Labs: 30%
- Midterm project: 30%
- Final project: 30%

Schedule

- [Syllabus](#)
- We will have a project demo party ***after the week of final exam***
- TODO:
  - Team up: 3~4 people
  - Idea exploration
    - Check out the lean canvas

Resources

- Text Book
  - Lecture notes
  - Reference links
- Course page
  - www.cs.nthu.edu.tw/~shwu
- TODO
  - Register your seat