

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

- 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