

# CSE 12 Discussion 1

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# Discussion sections

- May cover lecture content, a few iClicker questions and Homework material
- Will mainly focus on what you need to know for the homework, maybe a demo and a few tips.
- If time permits, then we will also cover a few interview questions related to the current topic of discussion

# A few things...

- DO NOT CHEAT!!
- Github is public. Unless you have a paid account, anyone can google your work!
- When in doubt...Google! Seriously! But be aware of what you can Google and what you can't.
- Make use of all resources available to you - zybooks, Piazza forums, Tutor hours etc

# Intro to vim

- To open a file with vim, type “vim myfile.txt”
- To open a file with emacs
  - apt-get remove emacs
  - apt-get install vim
  - Type “vim myfile.txt”
- Cheat sheet - <http://vim.rtorr.com/>
- Future classes will mainly be simply using vim and command line

# Homeworks

- The homeworks usually consist of two major sections - implementation of the data structure and application of the data structure.
- We usually provide a starter code to help you get started on the homework. Homework 2 onwards, you are not allowed to change the starter code provided, as your submission will be autograded by scripts.
- Look through the write-up carefully before getting started.
- You can use Piazza or go to lab hours of any tutor/TA for help on any homework.

# Eclipse Setup

[https://docs.google.com/document/d/1B3Jz7ky6\\_ciL9J8uMuEHFdvzP4T7tUqPui4uGPivVBQ/edit?usp=sharing](https://docs.google.com/document/d/1B3Jz7ky6_ciL9J8uMuEHFdvzP4T7tUqPui4uGPivVBQ/edit?usp=sharing)

# Vocareum

- We will use Vocareum for submitting and grading all homeworks.
- Should already have accounts by now.
  - If not post on piazza
- Make sure your files are in directories if instructed so. doc\hw1.pdf means hw1.pdf is in the doc directory
- You have unlimited submissions but only the last submission will be considered for evaluation

# Submission

- submission.txt should be generated
- If it doesn't say "Everything looks good!", then there's a problem
  - e.g. "Does not compile"
- Any submission with problems in submission.txt that are left AS IS will not be graded. So make sure your submission.txt checks out when you make your final submission
- If one doesn't generate, something went wrong. Try resubmitting, else post on piazza if it still persists
- To reiterate, you **MUST** have a successful submission for your submission to be graded



# Code Style

- Be consistent!
  - We're not enforcing brackets on each line or egyptian brackets etc. But pick one and stick with it
- Stay within 80 characters per line.
- Don't use magic numbers. Given the number 834792, what does it mean? Use constants and comments
- Put block comments at the top of each method, and sprinkle inline comments in your code
- Use meaningful variable names

# HW1 Demo

- Aim: Develop a simple version of the famous game TicTacToe
- Some starter code has been provided for your help - You can either use it or chuck it away and write your own code. (ONLY FOR HW1)
- Some rules:
  - Game repeats until user enters 'n'
  - You must make sure that the randomly chosen cell by the computer or the user's choice is not already occupied.
  - Always clear the board before starting a new game
  - Clear the statistics only if user wants to
  - Make sure you don't interchange user and computer wins % while printing.
  - Do not forget to truncate the average value. Do not print values such as 33.33333333%!

# HW1 Demo

- Keep the output readable and understandable.
- This Homework is made up of several parts: Make sure that you complete each requirement to score full points.
- A good chunk of points is set aside for Style...so follow the style guidelines carefully.
- Finish the Integrity form and the Pretest. Your submission will not be graded otherwise

Questions?

# Interview Question

Given a string, how can you know if it's a palindrome?

Palindromes are words that are spelled the same forward or backwards  
racecar backwards is still racecar

# Interview Question

```
int x = 3;
```

```
int y = 7;
```

Swap x and y, but you can't create new variables