

COMP1531

Week 4

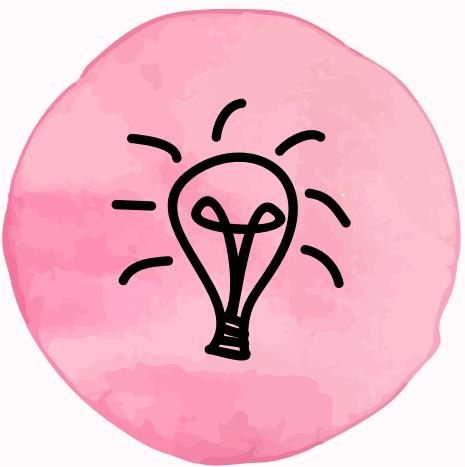
woah new slides template

Updates



Iteration 0 Results

- Are out(?)
- Let me know if there are any issues



Iteration 1 Due Soon

- Iteration 1 due at 10pm Friday (tomorrow)
- Make sure all your code is in the master branch when you submit
- Approve all merge requests!



Iteration 1 Leaderboard

- Shows your iteration 1 progress
- <https://cgi.cse.unsw.edu.au/~cs1531/23T3/leaderboard/>



Today...



1 Agile



2 Typing



3 Linting + Code Review

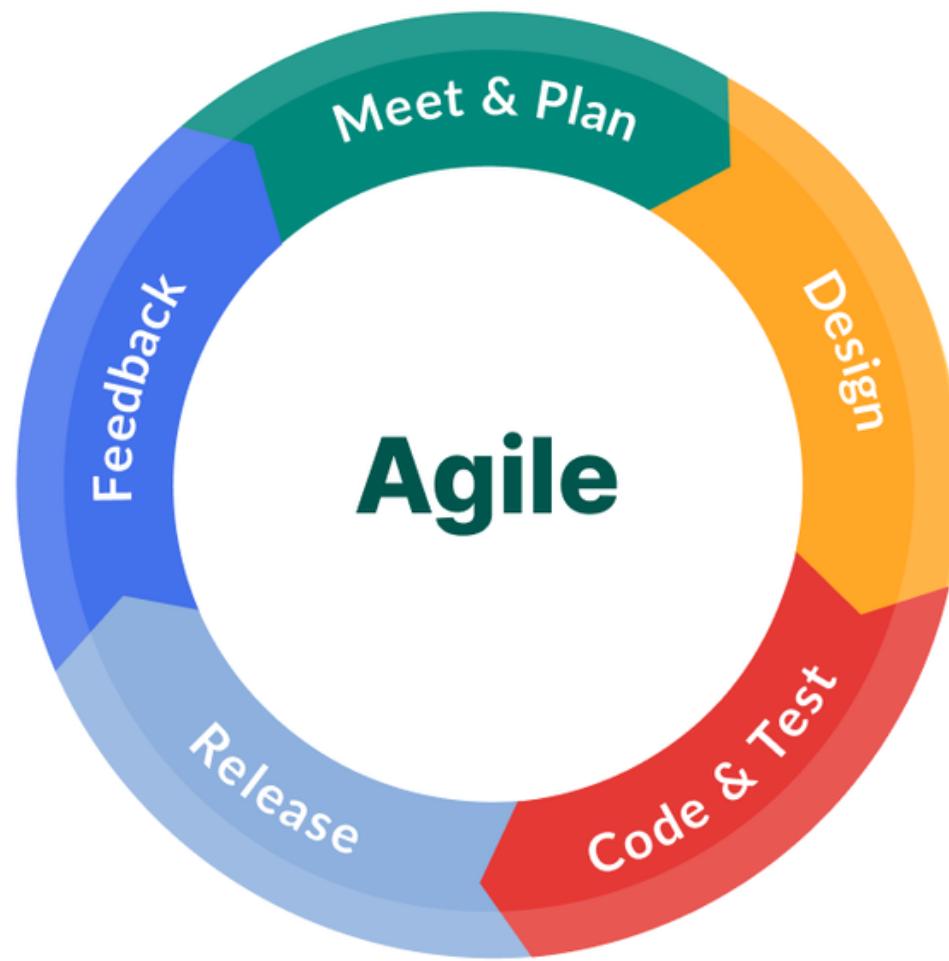


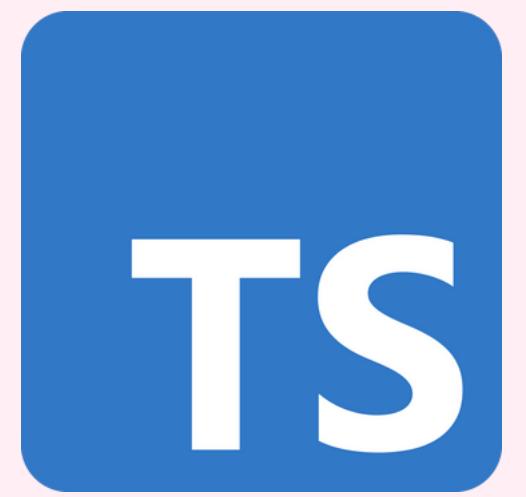


Agile

In random groups:

1. When you are running standups and whether they are synchronous or asynchronous
2. How often you meet, how you meet, and what the goals/outcomes of any meetings so far have been
3. Have they or will you try pair programming
4. Any challenges you've faced already after being in a group





TypeScript
Demo



Linting + Code Review



Code Review

```
export function drawX(size) {  
    let start = 1  
    let i = start  
    let j = start  
    let k = start  
    let l = size  
  
    let x = ''  
  
    // Loops through each i  
    while (i <= size) {  
        // Loops through each j  
        while (j <= size) {  
            if (j == k) {  
                x += "x"  
            } else if (j == l) {  
                x += "x"  
            } else {  
                x += " "  
            }  
            j++  
        }  
        i++  
        j = start  
        k++  
        l--  
        x = x.trim() + "\n"  
    }  
  
    if (size % 2 == 0) {  
        // Cannot have an even size  
        return 'error';  
    }  
  
    return x.trim()  
}  
  
console.log(drawX(11))
```

To the lab!

- Know some agile / teamwork practices
- Know basic typescript
- Know what linting is