One of the key skills that I feel I have developed is the ability to create re-usable code that is readable to others.  I feel that this is an important skill to have because it ensures that existing applications can be understood, maintained and extended by other developers, which is increasingly important in these times of low budgets and rising performance expectations from end-clients.

Hi James,

This is something I probably should have mentioned in my post. I often found myself referring to my previous code, and reusing some of it. Did you do the same?

Regards,

Emanuel

Hi Daniel,

It looks like you did an almost complete overhaul of the original code. The layout manager CardLayout is one I am unfamiliar with. Would it have been possible to accomplish this by using the GridLayout manager instead?

Regards,

Emanuel

Hi Emanuel,

"One of the biggest lessons I have learned is that I do not like to write programs when under extreme time pressure. In previous modules, the adrenalin that comes from knowing that assignments are due soon has been helpful to me in completing essays. But with programs, I have found that this does not apply to me because of the debugging aspect of writing code."

I absolutely agree that writing programs under pressure is a recipe for diasaster for most developers. In addition to not having enough time to debug your application, there won't be enough time to identify refactoring opportunities in your code. Personally (and in the context of the weely assignments), I find building an application proceeds more smoothly if you begin writing parts of it immediately, and in the last couple of days you debug and refactor the code. I appreciate this is more difficult if you are learning a programming language for the first time, but at the same time I'd argue you need to spend some time looking back on your code and identify how you could make it cleaner, shorter or re-usable...

Regards,

Jim

Hi Jim,

Thanks for your comments. I recall that I only once waited until the last day to begin one of the assignments in this module, and it was not a very enjoyable experience. I would like to get better at writing programs under extreme time pressure. Perhaps I could develop this skill by participating in coding marathons. However, I do agree with you that one needs adequate time for debugging, refactoring, and thoroughly testing out your code if you want a quality and finished product.

Emanuel

Hi Emanuel,

Regarding the values of the constants, I think it would be more intuitive for a user looking at the JSlider if you changed FPS\_INIT and FPS\_MIN to 1 and FPS\_MAX to 10? You'd then have to decrement the selected value by 1 in the stateChanged method in order to get your index to the array of ImageIcons.

The constructor for the SliderDemo class is over 20 lines of code, so it is a candidate for refactoring. For instance, the JLabels and JSlider could be initialised at the same time as the constant variables.

I do think it was a good idea to identify and load the images into an array, as its a much more stable approach. In contrast, I tried to load the images dynamically, but I suspect it would cause problems if I removed one of the images from the directory, as the length of the image array was fixed at 10.

Jim

Hi Jim,

Thanks for taking the time to look at my code. I thought about doing it your way, using the range of numbers of 1-10. My using 0-9 instead was an attempt at being “clever”, knowing that we’re all computer science folks. It kind of reminds me of when I took a C programming course more than 10 years ago, and the instructor numbered the first assignment “0”. However, I do see your point in that our applications should be designed with the non-computer science person in mind.

Regarding the number of lines in the constructor, I figured that since the Dr. Jing wrote it, then it must be ok. What has been your experience with this regarding coding standards? My team at work doesn’t enforce any.

Emanuel

Dear Emanuel

I am currently trying to write more in Java. However, with certain ad-hoc tasks from internal customers demanding data be delivered quickly, I often find myself using Perl.

Would it be of any benefit to motivate for the migration of an organisation's current and future applications to be developed using Java?

Best Regards

RC

Hi Remigius,

Thank you for taking the time to read my post. My team does not have a policy of what languages and coding standards to use. I do a lot of ad-hoc type work, in which Perl and shell scripting is very useful. However, we do have certain projects that qualify as “software engineering”. In the past, I have used Perl for these, but I think that to be considered a “software engineer”, I must use the more “heavy duty” programming languages that are available.

Within my field of bioinformatics, one can be categorized as a “tool user” or “tool builder”, though there is some overlap. I am more closely like the former, but my goal is to be more like the latter. Hence, why I am in this program.

Regards,

Emanuel

Hi Fatai,

I tried out your program and it work. Nice pictures! My only suggestion would be to change the value of SLD\_MIN to 1. Since you start at 0, there are 11 ticks. When I move the slider to 0, then the image does not change.

Kind regards,

Emanuel

Hello everyone,

Thank you everybody, especially Sam for making this one of the more enjoyable modules. Just like Daniel, I have no complaints. One suggestion I would make would be to cover recursion and more data structures.

If any of you are so inclined, I would like to add you as connections on LinkedIn. Here is my profile: [www.linkedin.com/in/emanuellangit/](http://www.linkedin.com/in/emanuellangit/) .

Regards,

Emanuel

Dear Emanuel

Would we say programming is a requirement for one to be a Software Engineer? Not sure if Perl is object oriented? Object orientation is one of the differences or advances between lunguages such as C and and Java. Perl is a great language and would want to learn more and find out how much enhancements have been made to the platform in the past decade? Would be great to determine the extent to which other languages such as C# have come improved on the weaknesses of Java and how applications are developed.

Best Regards

RC

Hi Remigius,

Perl can actually be written in an object-oriented way, though I prefer not to use it in that manner. I like to use it mainly as a “wrapper”, or for rapid-prototyping. You actually bring up a good point about whether or not a software engineer need to know how to program. We discussed this in our previous module, which was the software engineering one. We concluded that one would not need to know how to program to be a “software architect”, but none of use knew anyone that fit this quality.

Regards,

Emanuel

Hi Delisa,

Great post.

Naturally this was accompanied with many sleepless nights and situations when you are stuck with a certain problem and do not move a single inch.

I couldn’t agree with you more on this. Before this course, it’s been a while since I have been under such time constraints when writing programs. I’ve found that when I am stuck on a particular problem that, it is often beneficial to just walk away from it for a while. For example, I could not get a line to draw in this last assignment, and it wasn’t until the next day that I noticed that the reason why was because my start and end coordinates were exactly the same, due to my being careless in my variable assignments.

Regards,

Emanuel