

Individual Activity - Implement the design for processing values with proper units

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2019-02-27

Activity Kind

Individual activity

Purpose

The purpose of this activity is to focus on the implementation of your design. Producing a prototype to get something working quickly to test out your ideas is usually an excellent strategy.

Pre-requisite

Students are expected to have participated in:

- Small Group Activity - Small Group Peer Review of the design
- Small Group Activity - Refine the design for processing values with units

Tasking

Be sure you have your test cases thought through and coded into test platforms, so it will be easy to implement test-driven development. Remember to make small moves as you implement and test after each move. This way, if you see a problem, it is easy to back up if you can't quickly find the source of the defect.

If you make small moves there should not be too many lines of code to check in the case the output does not align with your expectations. If you have partitioned your design into collection of small methods inside of obvious classes, it will be easy to find the code you just wrote. The alternative is adding code to existing methods inside of existing classes and then it will be very hard to find the changes you just made.

The goal is to get something working quickly leveraging the design you have produced. Take notes of choices you are making, especially when you aren't sure which is the right path to follow. When you find you are not happy with what you see, your notes can help you backtrack and try some of your other ideas.

Keep your eye on the ball. Your goal is to produce a complex application with compelling documentation to convince the recruiters that you are a serious professional that can do more than just hack code until it works. The clarity and obvious from requirements to design to code is critical. Remember, your goal is to be the one that management want to pull off of a current assignment in order to help with something crucial, knowing full well that other, lesser-skilled, individuals will be able to finish what you have started due to the quality of design, code, and documentation.

Deliverable

Students are responsible for producing and posting their notes and their code in their ENB as evidence that they performed this task as required.

Submission

Each student must produce and submit your ENB for the day.