Programming 2 Introduction

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13/14 28a 08120 Programming 2

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Exam Recap

• A number of things came out of the examination scripts:
  – Everyone knows what Metadata is!
  – Everyone loved Question 1!
  – When you find the error (&& rather than ||) you need to describe in detail exactly what went wrong
  – Only a few people asked for 99 values in the array
  – Remember that items in structures need to be public if you want the outside world to see them

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Space Cheese Battle Recap

• A number of things came out of the coursework:
  – Most people got the game to work
  – There were a number of different approaches, all of which were valid
  – Do not change the spec because you have a better idea
  – Make the game work and then add extras, don't plan to write a large complex game and then fail to get anything working
  – Make sure that your user guide tells the players how to start the game program running
  – Input validation is very important

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The story so far...

- Last semester we learnt how to make programs that can process data
  - Get values in
  - Do something with them
  - Print out results
- We explored program behaviour in several different contexts:
  - Working out cricket scores
  - Playing a simple game

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Programming 2

- In this semester we are going to consider how large programs are constructed, and how to use C# to perform *object oriented* programming

- The structure of the course is very similar to last year however:
  - 3 lectures a week
  - 1 hour of tutorial
  - 2 hours of labs

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08120 Assessment

- The assessment pattern is also the same as for 08101

- Mid semester test (10%)

- Progressive practical work leading to your demonstration of your program (30%)
  - May be an XNA game or a business application
- Examination at the end of the semester (60%)
  - Answer all questions

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08120 Practical Work

- Week 1   Command Line Application
- Week 2   Creating a Test Harness
- Week 3   Graphical User Interfaces
- Week 4   XNA Game
- Week 5   Class Test
- Weeks 6-7   08119/08112 Practical
- Weeks 8-10   Program Development
  - XNA/GUI Application
- Week 11   Program Demonstration

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Program Development

- You can select which program you create for assessment:
  - XNA implementation of a game
  - Windows Forms Business Application
- All of them are marked against the same learning outcomes and are of the same size and scope
- Choose the one that you want to do
- Details will be available in week 2

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08120 Tutorials

- There will also be tutorial sessions for this module
- They will be keyed to the taught content and the practical work
  - There will be a test after each practical session as usual
- They all take place before the practical sessions
- Check Sharepoint for your tutorial times and rooms

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08120 PASS Sessions

- The PASS sessions will be continuing this semester
- Check on the notice board for the locations and timings
- We will also put this out on the Sharepoint site for the module

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08120 Programming 2

- It is important that you turn up to lectures, practical sessions and tutorials
- We will be taking registers and chasing you if you don't turn up
- It is important that you attend your program demonstration in week 11
- Lecture material and practical work will be on the Sharepoint site for this module

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