Email from Paul Crane

# Recap Week 1

I’m going to try to send a summary email towards the end of the week covering some of the important topics during the week.

In the first lecture the main points to remember is that OOP is a paradigm for software development and the problems it solves are really only visible when working on large complex software projects — something that’s infeasible to do in the space of a semester. So we’ll be doing the next best thing — \*use\* some pre-existing large complex software project. We’ll see more of this in the second half of the course with the UI.

The second lecture is more of a tour of some of the features of Swift 4. I strongly encourage you to explore some of these in a playground and that you get what you’re expecting to see. There should (hopefully) be nor surprises if you’ve come from a Java/Python/C/C++ sort of background. The one concept that’s really important to get your head around is the difference between reference and value types.

In the lab we started exploring xcode and getting working with git (it should be a clone and not a fork). In the first lecture and the README for the lab there were some links for interactive tutorials for git. So, run through those if you feel you’d like to understand it better.

If you’ve not yet let me know your GitHub account, please do so before too much longer. I’ve put the first three labs on there (the 2nd and 3rd are private repos that you won’t yet see unless you’re a member of the organisation). When the labs rolls around I’ll make the appropriate lab publicly visible.

Next week, in the lectures we’ll be looking at objects and classes and how to use them along with introducing the idea of a design pattern. In the lab we’ll be working on familiarising ourselves with the swift language (and you’ll get to see how fussy the swift compiler actually is!).