

BCPR282

Best Programming

Practices in Java

Course evaluations from

Co-operative Education

Project 2016 s1

## Introduction

When students of the Co-operative education project were submitting their final report they were asked to analyse their previous courses with what they had learned and in relation to their project. Here we have statements the students have made about what is good about BCPR282 and any recommendations that could be made about the course content. Each statement is made by a separate student and bullet points are used to make this distinction.

## What students think is good about this course

* This course is all about learning about how to be a programmer, and so is very useful.
* I learned how to do unit testing in this course which was extremely relevant to my project at Telogis.
* I enjoyed making the games in these courses: a fun and good way to learn about OO programming skills and the programming frameworks (Java).
* In BCPR282, we made an Android app (Sokoban) which was challenging and good.
* Also, in one tutorial for BCPR282, we discussed class and object responsibilities and play-acted a scenario relating to this. This was an important lesson, and was relevant to the issue about the style of coding which Chris wanted to me to introduce into the UI testing framework.
* This course provided me with knowledge of the Model View Controller framework, which was implemented in both client and server side environments of the Innovation Hub. I also gained experience understanding and working with other developer’s code, which was very relevant to my industry project.
* Another relevant lesson that I learned from this course is the use of MVC model in software development and the use of interfaces. Interface is a reference type in Java that is similar to class. It is a collection of abstract method. By following the idea of this lesson, the team successfully applied interfaces in our project.
* MVC pattern was very helpful in understanding how Gun City system works.

## What students recommend for this course

* Improvements: possibly teach more advanced programming technologies, such as lambdas?
* Larger focus on source control, Best practices, Different programs, and GUI’s, Git-flow?
* One thing that I can recommend for the improvement of this course is to include advanced java lessons like network programming which is the writing programs that execute across multiple devices, in which the devices are all connected to each other using a network. Knowing that creating an android application is already being taught, adding the said lesson to the course syllabus will complement the lesson in creating android application.
* This class is very useful skill and should always be included in the program. Should have used this as a programming language in SE101, other than JADE, because it is easier to learn OOP in this language, and it shows how useful interfaces and abstract classes are in programming.