Programming Practices for Research in Economics

Introduction

Lachlan Deer Julian Langer

Department of Economics, University of Zurich

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Welcome!

Introductions: Who We Are

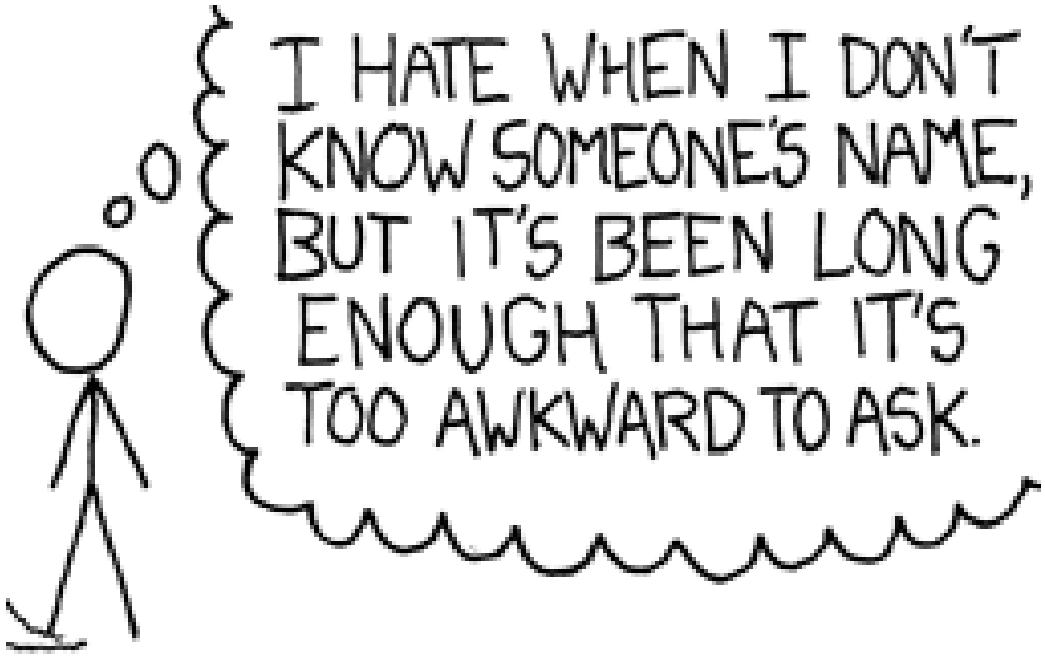
2 x Instructors:

- Lachlan
- Julian

2 x Teaching Assistants:

- Lexi
- Martin

Introductions: Who You Are



Logistics: Audit / Credit Students

audit students:

- enjoy your time
- take skills home

for credit students, also need to

- enroll using sheet we will pass around in the last week
- register for course on `UZH module booking`
- submit an assignment

Logistics: Classes

sessions are designed to be interactive

- mix of *live coding* & *exercises*
- we want to get you comfortable using your computing environment to solve problems
  - bring your laptop!
  - we expect you have completed the installation guide and have all software installed.
  - ask questions!

Logistics: Structure of each day

- session 1: 9.30 - 12.30
- session 2: 14.00 - 17.00
- expect coffee breaks in each session
  - exactly when depends on the instructor, and the material
- talk to us during the day
  - no scheduled office hours
  - email for appointment after class if want to discuss assignment

Logistics: Where to Find Information

- Course website:
  - `pp4rs.github.io/2020-uzh`
- Installation Guide:
  - `pp4rs.github.io/installation-guide`
- Course Chatter:
  - `pp4rs.slack.com/`, #general-2020
- GitHub repositories:
  - `github.com/pp4rs`
- Terminal data for today:
  - `https://bit.ly/38FCQ9R`

Logistics: Assignment

The basics

- One final assignment
- Can be submitted in groups of 2 people (3 if odd no. of students)
- Due 4 weeks *after* last class
- Propose to us an idea before you start

Use what you learn in this course to solve a non-trivial economic problem

- Code must be in split into meaningful sub-files
- Solution must be submitted using GitHub
- Solution must be executable using a single line of code via `Snakemake`

A Warning

A Warning

12 days $\times$ 6 hours/day $=$ 72 hours of content

- that's a lot! ... and fast
- You (and we) **will be tired** at various points

Nobody can transform their practices overmight ...

- but persistance will make your programming life much, much more efficient
- think of us as a 'kick in the arse' to get you started

Let's Get Started!

Acknowledgements

Slides build upon previous versions of the class from 2016 through 2020.

Programming Practices for Research in Economics is designed after and borrows a lot from:

- `Effective Programming Practices for Economists`, a course by Hans-Martin von Gaudecker
- Software Carpentry's `Managing Software Research Projects` lesson

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