Hi Everyone!

I’m Phil Duncan. This is the best email address for you use to reach me. In ISIT-322, we will be spending this quarter together diving into mobile app development. To support our learning experience with the least amount of disruption possible, we will be meeting during regularly scheduled class hours as published, Tuesday and Thursday 3:00 PM until 5:10 PM.

Office Hours : I’ll be in the “classroom” before and after the regular times. I have another class after ours on Tuesdays. I am also available by appointment during normal business hours.

COMMUNICATIONS

We are using Canvas, Zoom and Slack as well as email for our classroom spaces. You should all be enrolled in Canvas.

Email Protocol: Please always use the Inbox email tool in Canvas to contact me. My BellevueCollege.edu inbox is pretty busy. Your email is a priority. By using Canvas Inbox, your message won’t get lost in the multitudes.

I’ll be sending invitations for Slack and Zoom before our first class meeting, Thursday. Please register with Zoom as the instructions in the invitation direct. Our meeting should be set up to register only once, so please let me know if you have to re-register

I will be recording attendance at each Zoom class meeting. I’ll be sending you an email with the meeting link and credentials. Zoom class meeting information is also posted as an Announcement in Canvas

As a way of getting to know you all better, and to try for a smooth transition into our quarter together, it will be very helpful for me to know more about your experiences.

Please take a few minutes to fill out the following questionnaire. It is a five bonus point assignment with no wrong answers. If there are things there you don’t recognize, just skip them over. This is merely a measuring tool for me to use in planning our journey together.

Open the attachment to this email, fill it out, and attach it to a rely to this email.

LookingForward!

-Phil

List and briefly summarize as many control structures as you can.

Flow of Control – a sequential flow using if/else and loops

True and False – sequential with binary options

List and briefly define as many data types as you can.

Char – single character with nearly any value

String – single value with many Chars

Int – an integer value

Float – a real number value

Bool – binary, true/false value

Which languages have you used so far?

C#, C++, HTML/CSS, Javascript, SQL, Visual Basic

What did the code you wrote do?

I built desktop apps that created an UI for using prototype hardware. I’ve created SQL databases and connected them to applications. More recently I’ve created libraries using some elements TDD in the process.

What Linux commands do you use most often?

Ls, cd, history, clear, git related commands.

What experiences have you had coding into and out of databases?

A decent amount with SSMS but it’s also been a while.

Do you have an account at the following services?

Codeacademy.com - YES

Genmymodel.com - NO

Github.com - YES

Cloud.google.com- NO

Azure -NO

AWS - NO

How have you been using the platforms that you indicated above?

Codeacademy (but more often Udemy) for learning work skills and for school. Github almost daily.

What IDEs have you been using so far?

Visual Studio

VS Code

What are the various software development methodologies and philosophies?

Waterfall

Feature-Driven Development

Agile

Scrum

What experience have you had with software quality assurance?

I’ve worked in a software testing department for the last 13 years. However, my work is largely tech related and I haven’t really tested in about 15 years.

Briefly list as many Linux commands as you can?

Ls, ll, la, mkdr, rm, cp, cd, history, clear

If you were to list the top five or ten most favorite things about what you’ve been doing, what would they be?

Creating solutions to problems

Getting my creations to work!

Being creative

Making tasks obsolete

Creating new efficiencies

Briefly explain what you know about the following terms and concepts:

XML – language that sets up rules for transporting data. Commonly used for save data.

JSON – like xml but arguably easier to use

SQL – language used for working with databases

Javascript – a scripting language commonly used in web development to create complicated actions

Node – a base building block for web development

Java – an OOP version of Javascript

C# - a coding language similar so Java made by Microsoft

Bootstrap – a powerful library used in web development

AJAX - ???

MVC - ???

User Story – An idea for addition/improvements to a project  
Use Case – How a feature should be used  
UML - ???  
Use Case Scenario - ???  
Sequence Diagram – a diagram that shows how an ordered process progresses  
Class Responsibility Collaborator- ???

Task Object Responsibility - ???

Version Control – a process used to describe what it does.

Software Engineering – The process of turning a customer’s needs into software solutions

React – FaceBooks framework library used for web development

Express – Smaller version of Node

Pug – files that help with React?

Angular – Like React, but Google’s version

Bower – a library used with web development

Grunt/gulp - ???

Yeoman - ???

OOP Way of thinking – Creating code with minimal responsibility that can be reused

Data Abstraction – creating a layer of control between users and data  
Encapsulation – the idea of code methods being responsible for as little as possible  
Polymorphism – creating flexible code that can change dynamically  
Inheritance – When one class pulls features from another

System - ???  
Object – an umbrella term used for pieces of code  
Class – is a template for how an object works  
Instance – a copy of a class  
States – a set of dynamic variables in an object  
Behaviors - ???  
Methods – a set of instructions that completes a task  
Internal Methods – a method restricted to work inside a class  
External Methods – a method that is called by outside sources.  
Attributes – variables that determine the properties of a method

Information Hiding - ???  
Variable – a placeholder for a piece of information

Stub – a testing device used to copy the function of a component  
Driver – software used to control hardware

Terminal – interface used to input, control and display data

FTP – File Transfer Protocol, used to move files from one place to another

IDE – A piece of software used to help write new code

Software Architecture – the act of designing a new piece of software

Testing Preconditions – setup to run tests  
Testing Environment – setup meant for testing a piece of software  
Test Data – predetermined data used to test software