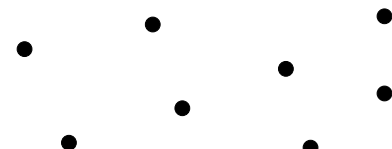


DEVELOPING PROGRAMS FOR AN ASSIGNMENT —OR FOR ANY PURPOSE

Lecture 23
CS2110 – Spring 2015

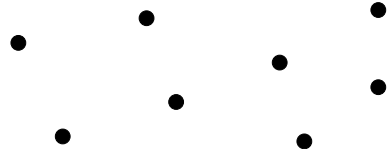
Assignment in math or physics

Separate, independent problems. You spend time on each one, doing the best you can. Your grade is the sum of grades on individual problems.



Programming assignment


Some of you treat a programming assignment like a math or physics assignment: Separate, independent problems. You spend time on each one, doing the best you can. You think your grade should be the sum of grades on individual problems.



Programming assignment

Some of you treat it like a math or physics assignment: Separate, independent problems. You spend time on each one, doing the best you can. You think your grade should be the sum of grades on individual problems.

Triple jeopardy!
I got marked off on 3 methods, but only one is wrong!



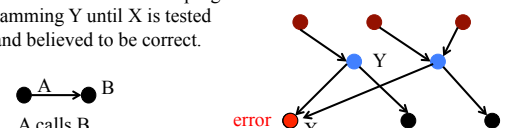
Programming assignment

This submission should be graded in two ways.

- Three methods are wrong. Points off for each.
- Programming methodology not followed.

Since A1, we emphasize: program and test methods in groups, not moving on to the next one until the current group is tested and believed to be correct.

Don't even **think** about programming Y until X is tested and believed to be correct.



Always use good methodologies, strive for simplicity

Try as I might, I make errors. Typos, small mistakes, logical errors. I can say one thing and mean another.

I get by only by following sound programming methodologies to catch mistakes early and to save time —when I don't, I invariably get into trouble.

Whether you are writing a program, designing some project in mechanical engineering or chemical engineering, working at some job in financial engineering, or doing systems engineering, use sound methodologies and strive for simplicity.