For $121 Million...
could we create the control software for Skytrain?
Instructor: Dr. Fraser - call me Dr. Brian

- I like questions, and love feedback!
Guide to Slides

• Slide Colour Guide (often...):
  – Green: headings.
  – Yellow: Highlighted text.
  – Blue: Term being defined.
  – This course has one midterm and one final.
  – Hour: 60 minutes.
  – Sweep-in Text: Blanked out text to keep (almost) everyone awake and hold attention.

• Joke:
  – My software never has bugs,..
Classroom Expectation

• Only one thing:
  – Texting
  – Talking (vs participating!)

• Must ask before taking videos/pictures of lecture.

• If sending me an email:
  – Give me a little context (class, your name, topic, ...)
  – You should write the message so I won't have to read it.

• If sick, please email vs coming to office hours.
  (kids at home; don't want to get sick!)
Students

• Who is in:
  – Computing Science
    • Software System
    • CS Major
  – Other:
    • Faculty of Communication, Art and Technology
    • Faculty of Arts & Social Sciences
    • Faculty of Business Administration
    • Faculty of Education, Environment or Health Sciences
    • Faculty of Physical Sciences or Math
    • School of Engineering
Discussion

In groups of 3 to 4 people:
- Exchange email address;
- Answer the following:

1. What would be the hardest software system to create?

2. What is the greatest software success?

3. What is the worst thing computers have been, or are being used for?
Course Information
Course Topics

• Basic Course Goal
  – Cover the basics of developing software in a professional environment.
  – Learn to be part of a development team.

• 3 Components of Course
You already known

1) How to program in an object oriented language
   - Know Java? Great!
   - Know C++? You'll have to pick-up basic java quickly; we will have some resources

2) How to develop simple object oriented applications

   If you feel you don’t know this, come talk to me today.
Basic Info

- https://opencoursehub.cs.sfu.ca/bfraser/grav-cms/cmpt276/home
  - Notes
  - Assignments - about 2 weeks to complete
    May include some exercises and/or announced quizzes.
  - Project - assigned groups
  - Videos - some suggested for each assignment
  - Course Info - getting help; weighting.

- Course grades likely scaled a little as assignment & project grades usually very high.

- Texts:
  - Android Programming: The Big Nerd Ranch Guide
    3rd Ed in Java (4th is Kotlin); earlier ed’s OK.
Keys to Success

• Lecture
  − Slides posted online, BUT key points blanked out.
  − Take notes for the blanks and the extra things I say.

• Stay up to date
  − If falling behind, get help!
  − Start early, ask questions on Piazza!

• Do assignments to be proficient with material.
  − Be a good group member.
  − Individual contribution to project is evaluated.

• Ask Questions!