
Remind you of anyone's code?
Yours?

Lecturing without a mask

- BC public health order for universities permit the presenter to remove their mask while teaching if there is 2 meters separation
  - After lecture, please ensure I have my mask on before coming up to ask questions
    (and we'll still 'socially distance' then too!)
  - May be best to keep front row clear, depending on class attendance

Exemptions from use of face coverings – post-secondary staff persons

8 Section 6 (2) does not apply to a post-secondary staff person as follows:

(i) If the post-secondary staff person is delivering a presentation or lecture or teaching if

i. there is a distance of two metres separating the post-secondary staff person and students or

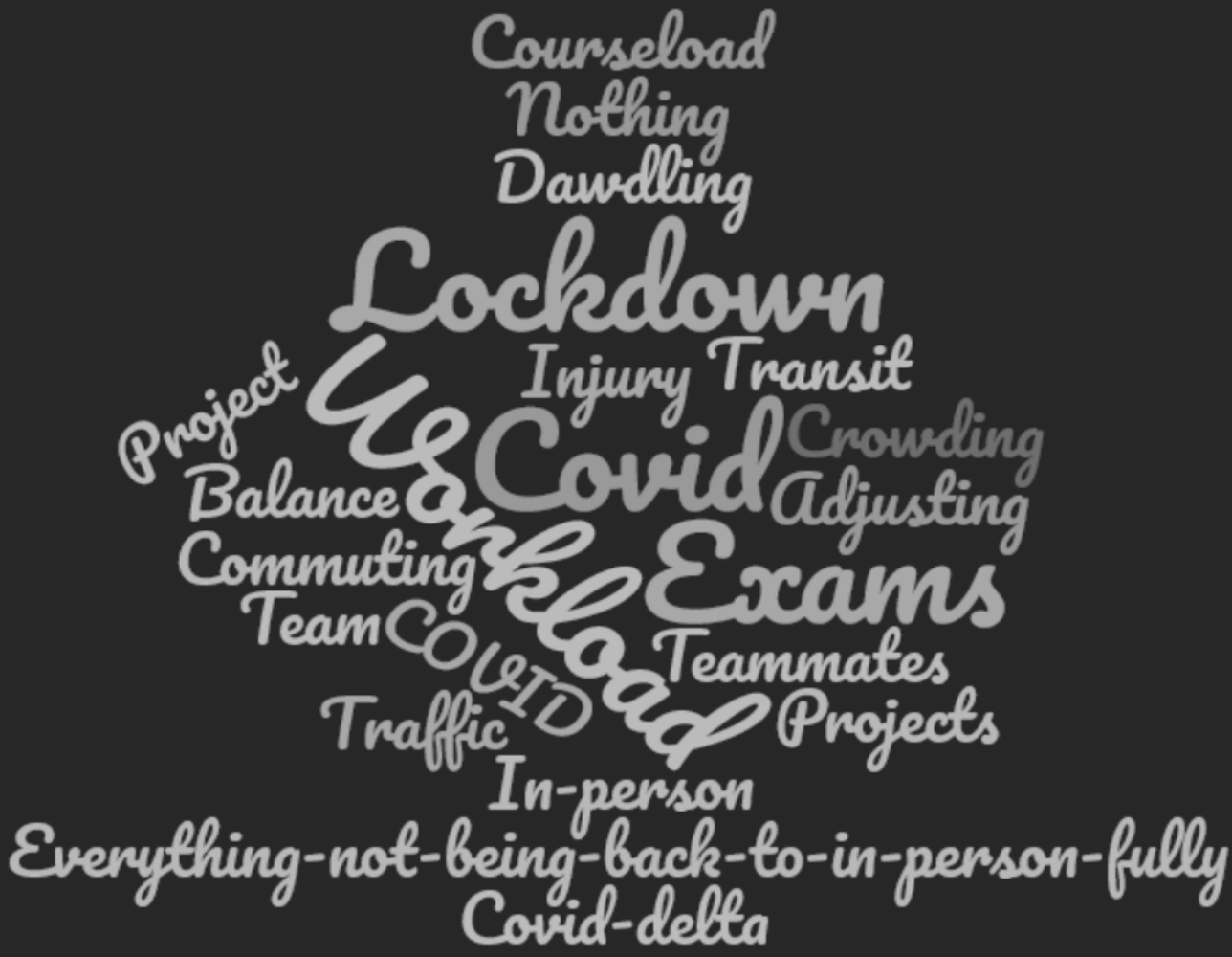
ii. if there is a physical barrier between the post-secondary staff person and students.

https://www2.gov.bc.ca/assets/gov/health/about-bc-s-health-care-system/office-of-the-provincial-health-officer/covid-19/covid-19-pho-order-face-coverings.pdf

A pandemic changes everything

- How are you feeling?

What are you worried about?



Layers of Protection

Image Karolina Grabowska [Pexels]

Vaccine Layer

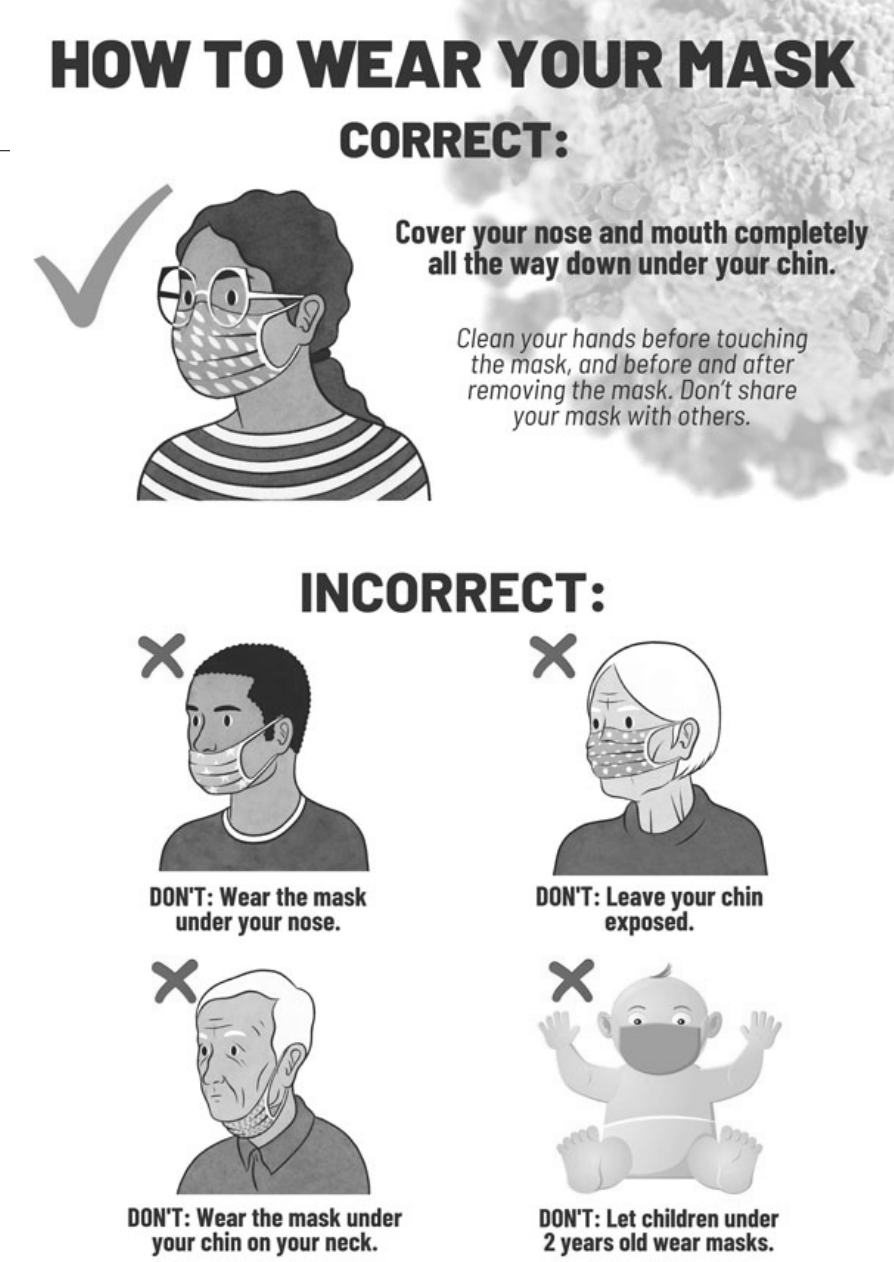
- Vaccinations are critical
  - Vaccines greatly reduce the risk of infection, hospitalization, and death
  - If you are medically able to, please get vaccinated;
    Google ”BC Covid vaccine”
  - My kids are not eligible for the vaccine; I am counting on everyone here to get the vaccine to keep me safe, which keeps them safe.

Mask Layer

- Masks
  - Must wear masks during lecture
  - No eating/drinking
  - Exemptions issued by SFU; instructor notified

    Apply at:
    cal_admin@sfu.ca
    student_support@sfu.ca

    Those without masks may have exemptions



Stay-home Layer

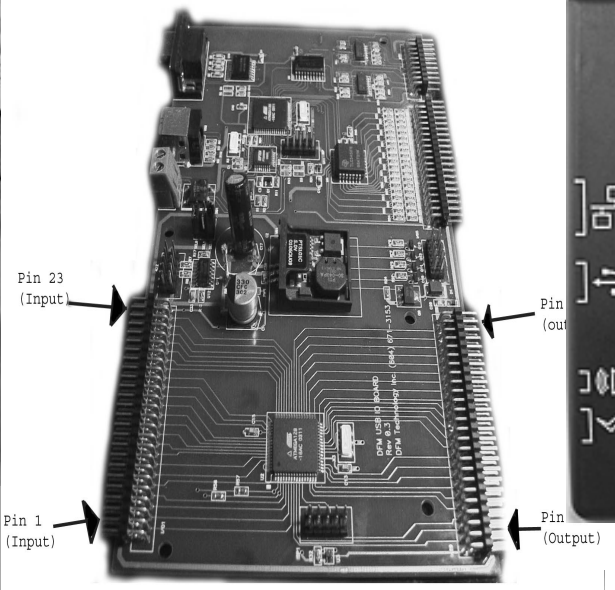
- Stay home if you need to, or should!
  - Feeling a little sick? Covid, cold or the flu! Just stay home and watch the video too!
  - Need to isolate?
  - No exemption and unwilling to wear a mask?
- If I'm sick, I'll cancel lecture or record a video

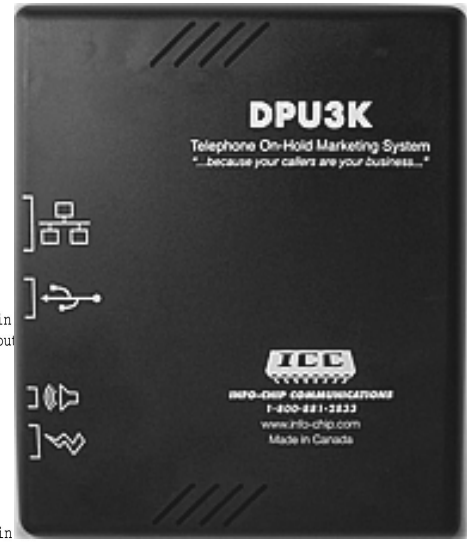
Image Cotonbro [Pexels]

About Me

Instructor: Dr. Brian Fraser

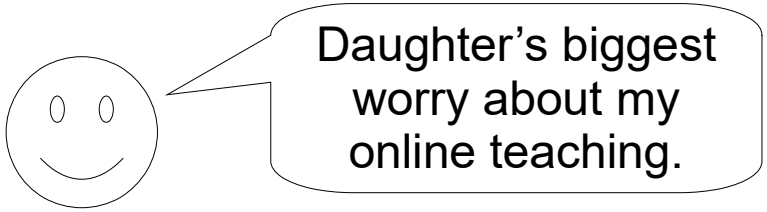
- I like questions, and love feedback!





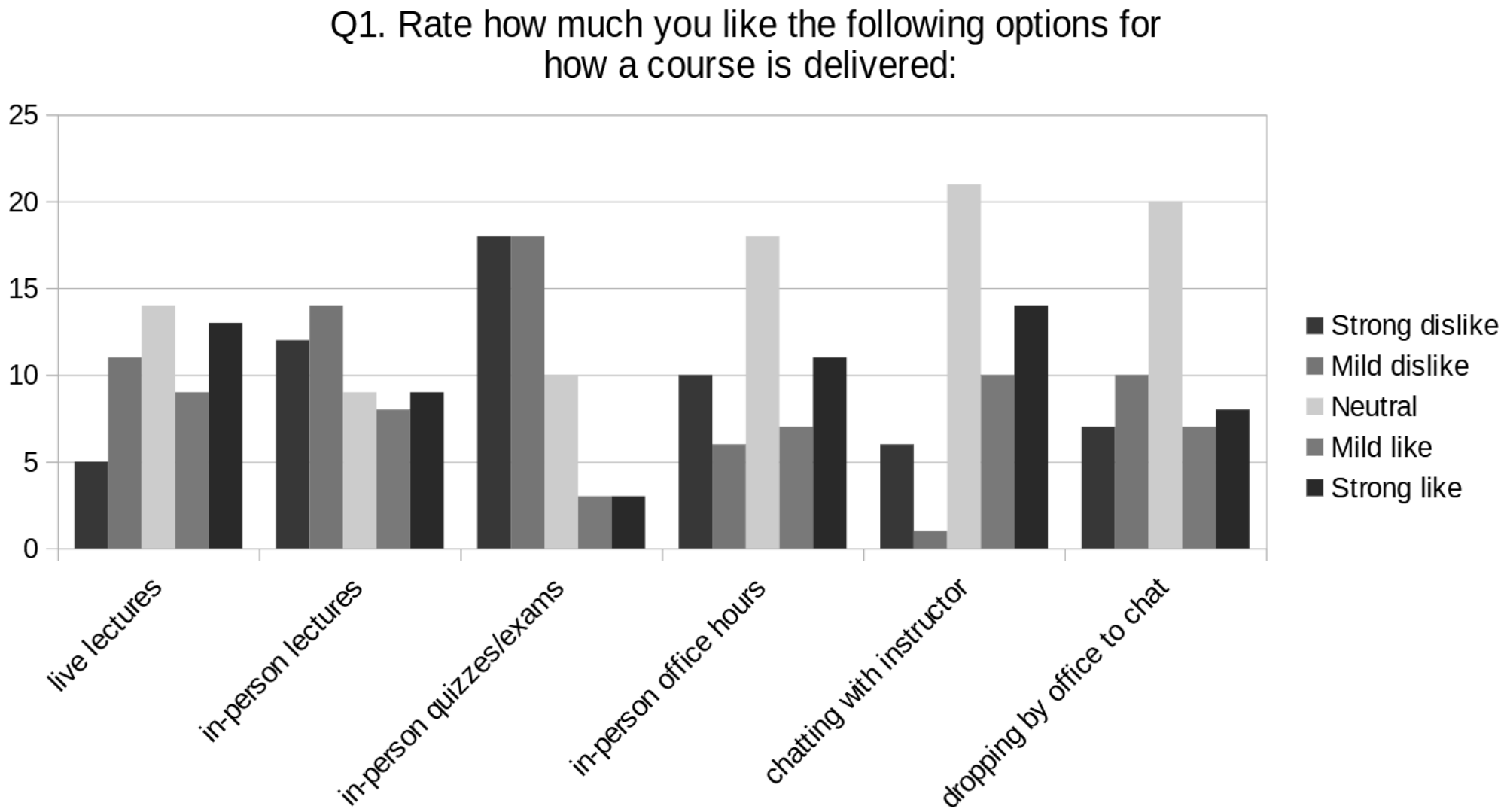
About Me

- Home Town: Surrey!
- Degrees: BSc & PhD from SFU (AI)
- Favourite Video Game:
  StarCraft 2, WoW, Valheim
- Family: Married with 2 girls (4y & 6y)
- I miss the most during isolation:
  Conversations with friends, colleagues, and students!

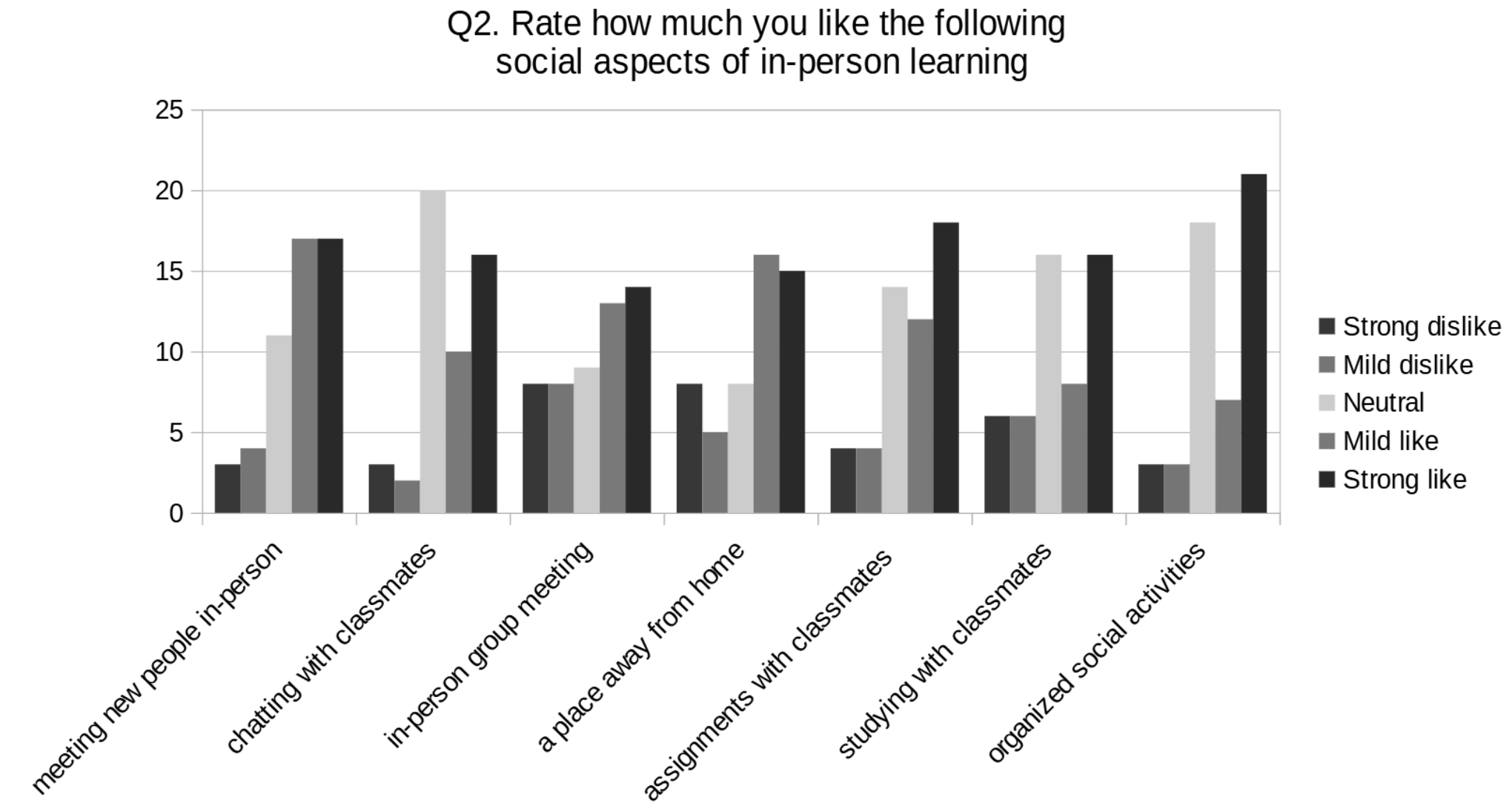


Course Design

Student Priorities



Student Priorities



Lectures & Tutorials

- Course is optimized for in-person lectures
  - I'll be here teaching during lecture times
  - Lectures recorded; link on course website
- Tutorials are for the project
  - If you are in an "online" group, join via a Zoom link
  - If you are in an "in-person" group, you should attend in person to be with your group, Zoom OK if needed (sick, etc).
    - You do not need my permission to attend via Zoom. You just need to make it work with your team.
  - Tutorials will not be recorded.

Evaluations

- Project and exercises heavily weighted
  - Marks can be high because of this practical focus

    Letter grade thresholds are higher than some courses
  - Anything 50% or greater is a D or better (pass)
- Concessions: Request for a concession via departmental form on website

Evaluations

- ~5 Quizzes: 20%
  - Announced ahead of time
  - **All quizzes done online**
  - During class time

Exercises and Readings

- ~4 Exercises: 8%
  - Help everyone quickly learn the tools such as Git, Junit, and others.
  - Late: 5% per calendar day; max 4 days late
  - 1st due next week; 2nd due week after
- 6 Readings: 12%
  - Every 2 weeks; hand in written “responses”
  - See web for marking/chapters. 1st due next week!
  - In-class discussion of thoughts.

Project

- 3 Iterations: 60%
  - I make 8-person groups
  - Students provide input on type of group desired:

    Standard: Expecting in-person interactions; expected to be in class

    Online-only: Expecting on-line interactions; all meetings via Discord/zoom/etc.
  - Individual grades for contributions to project;
    plus peer feedback & evaluation
  - Real customer (hopefully!);
    hope projects released under permissive license.
  - Code may be discussed ‘anonymously’ in class.
  - I make projects happen, not know all answers.

Guide to Course

Getting Help

- Use course Piazza forum to:
  - ask instructor about lectures
  - ask customer about projects
- Use Instructor and TA Office Hours
  - All online via discord
  - Link on website
  - Can chat to me from outside my office; to show me code use discord (QR code on door!)
  - TA Tutoring

Guide to Slides

- Take notes of
  - Sweep-in Text: Blanked out text.
  - Extra content not on slides:
    - Notes on board, in-class examples
  - Some notes in slide deck; some written real-time
- Joke
  - If you put a million monkeys at a million keyboards, one of them will eventually

    ..

    ..

Lecture & Online Expectation

- Only one thing
  - Texting / Talking
  - Use a positive tone for all communication (asking questions, on Piazza forums, with TAs)
  - Anon trolling hurts someone. It won't be tolerated.
  - Students have wide range of backgrounds; respect it
- If sending an email
  - Give a little context (class, your name, topic, ...)
  - Email: If you are sending more than 2 a week, may be too many.

Discussion

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

1. Should you usually spend more time making your code more efficient or more readable?

2. What are some ways to make your code more maintainable?

You already known:

- Java, or C++ (and are eager to learn Java, or...).
- 2nd Year Software Development
  - Data structures
  - Some team work
  - Some OOD
- You don’t have to be a coding guru.
  (but try to become one this semester!)
- If you don't, please come talk to me!

Course Information

https://opencoursehub.cs.sfu.ca/bfraser/grav-cms

Course Objective

- Goals
  - ..
    - Scrum process
    - Tools like GitLab, JUnit, IntelliJ, etc.
  - ..
    - OOD design
    - design patterns

Project Overview

- Each team given a project topic
  - Real external customer, or me as customer.
  - First tutorial is with customer to gather project requirements
- 3 iterations using Scrum (Agile)
  - in tutorial (or pre-recorded) demos & customer feedback
  - in lecture retrospectives
- Each student responsible for have something “reasonable” to work on.

Project Overview (2)

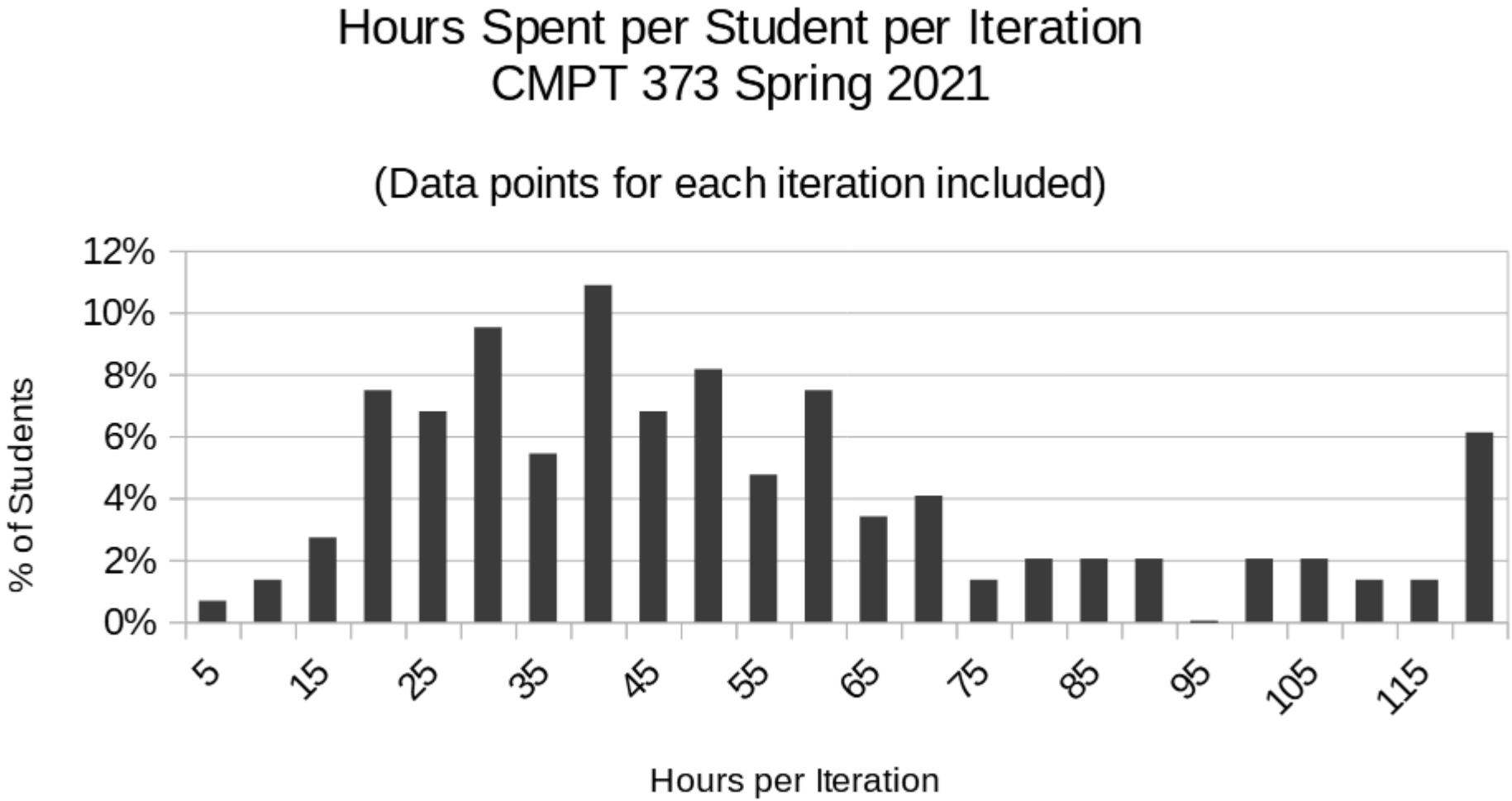
- Peer Evaluations
  - Done at end of each iteration
  - Formative pseudo-anon feedback
  - Some affect on grade
- Tutorials
  - Time with customer or team time
  - May do stand-up meeting
  - Get feedback on what to do next, what to focus on
  - Get technical advice (from TA)

Project Technical Points

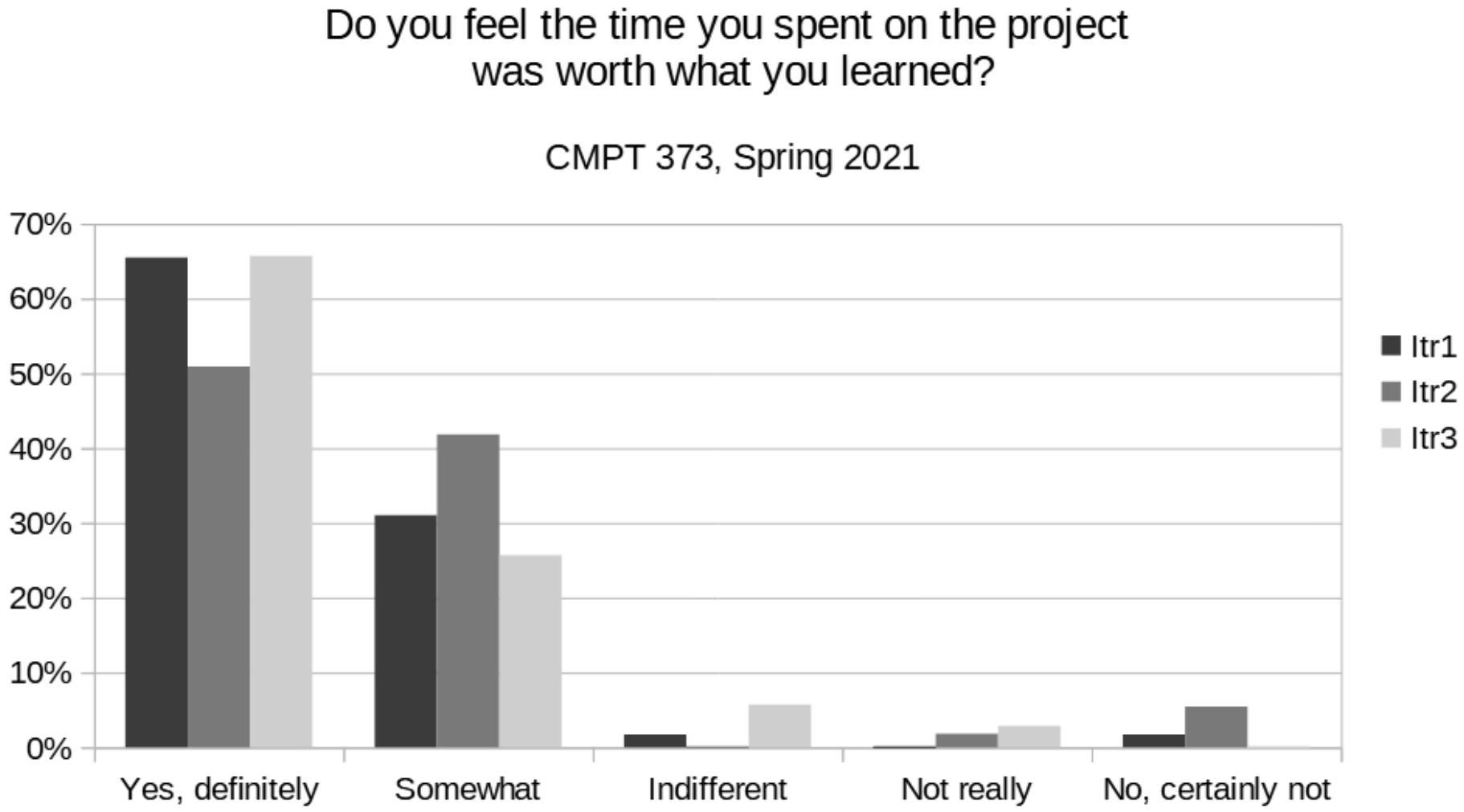
- Languages
  - Default languages: Java (backend) and TypeScript (web) unless team and I agree otherwise (email/Piazza me)
  - May not use JavaScript (use TypeScript)
- Must Use Git
  - Exercise 1 teaches Git use
  - Log into GitLab now so it creates your account (othewise I can't add you to your team) https://csil-git1.cs.surrey.sfu.ca/
  - Tell Git your email & name to earn marks
    $ git config --global user.name "John Doe"

    $ git config --global user.email johndoe@sfu.ca

How much time spend per iterations?



Time Worthwhile (2021-Spring)



Advice from Previous Students

- Be Assertive
  - speak-up about your ideas
  - pickup more tasks
- Be proactive
  - look for more tasks to do
  - don't leave work to end of iteration
- Learn from teammates; support teammates
  - ask for help faster;
    if stuck for 4 hours, ask your ***team***
  - course is a lot of work!

Project Logistics

- Wednesday & Friday: Lecture
  - Some pre-recorded videos covering project basics (testable)
- Teams assigned on this Friday!
  - Come together and setup meeting time, technology, roles
  - Do icebreakers to get to know everyone
- Monday has 2 tutorial times
  - This coming Monday you'll meet your customer

Keys to Success

- It’s Project base!
  You’ll get out of the course what you put into it.
- No final; but in-class quizzes and project performance will reward those who learn lecture content
- Honest effort on readings to internalize ideas