CSSE 220 Day 10

More Fun with GUIs
Methods with a variable number of arguments
Pair Programming

Questions?

- Reading
- Anything else?

Exam Dates

- Exam 1
  - Thursday, Jan 8 (see the Day 12 course schedule page for timing details).
- Exam 2
  - Thursday, Feb 5 (same timing)
- Final Exam
  - Wed, Feb 25 at 6 PM.
  - Check the schedule lookup page to see if you have any conflicts with other exams, and let me know this week if you do

Exam 1 Details

- Chapters 1–8 (I said 1–9 before)
  - Applets are not covered.
  - A list of textbook items to pay special attention to
    - And some terminology .
    - Also linked from Day 12 on the schedule page
- HW 1–10 (except game of Life)
- If you wish, you can take a whole class period for the written part, and two periods for the programming part. **See the Schedule page**
- Allowed resources: See Session 8 slides
- Review in-class Wednesday, Jan 7
  - Bring questions. I won't prepare anything but I am happy to discuss whatever you want, including working examples (you pick them)

Today

- **Misc and GUI programming**
  - Pascal Triangle essence
  - Speed Matters (Pascal Triangle speed)
  -

- **S.E. Ideas and Life**
  - Regression testing
  - Pair Programming (including video)
  - Life begins

Pascal Triangle highlights

>> On Separate slides (posted in ANGEL)

Live coding

>> GUIExcursion continued
Layout managers

Software Engineering Techniques

- Regression testing
- Pair programming
- Team version control

Regression Testing

- Keep and run old test cases

- Create test cases for new bugs
  - Like antibodies, the keep a bug from coming back

- Remember:
 - You can right-click the project in Eclipse to run all the unit tests

Pair Programming

>> 10-minute Video

Team Version Control

▸ Always:
  ◦ **Update before** working
  ◦ **Update again** before committing
  ◦ **Commit often** and with good messages

▸ **Communicate** with team mates so you don't edit the same code simultaneously
  ◦ Pair programming eliminates this issue

Game of Life

1. A new cell is born on an empty square if it has exactly 3 neighbor cells
2. A cell dies of overcrowding if it is surrounded by 4 or more neighbor cells
3. A cells dies of loneliness if it has only 0 or 1 neighbor cells

Cell

x

Neighbors
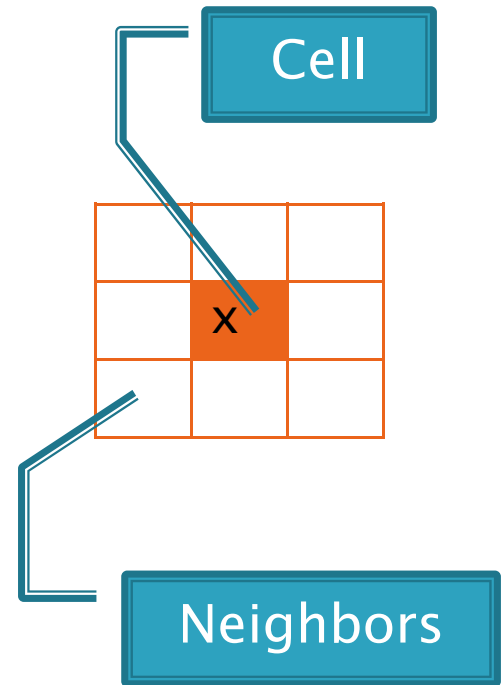
Game of Life Pairs (Section 1)

csse220-200920-life11,bucciebm,godwinmt
csse220-200920-life12,bucknemj,townesm
csse220-200920-life13,carvettr,sicklemc
csse220-200920-life14,frankmp,theisje
csse220-200920-life15,heidtbkd,mcneesbr
csse220-200920-life16,hollintl,manndj
csse220-200920-life17,jonesjg,orrtj
csse220-200920-life18,karnemrt,wattsbn
csse220-200920-life19,rothmk,sevilerd

Game of Life Pairs (Section 2)

csse220-200920-life21,allensj,brickear
csse120-200920-life22,burtonnm,garvinml
csse120-200920-life23,devriemd,fisherds
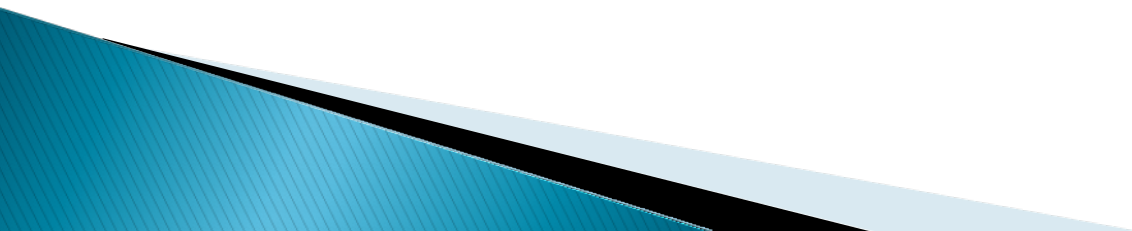csse120-200920-life24,dialj,mayhewsw
csse120-200920-life25,frizonva,lukemc
csse120-200920-life26,haffnedm,jacksoae
csse120-200920-life27,harrisa1,shiplecs
csse120-200920-life28,mankeap,mooreja1

HW 10

- Reading
- An ANGEL quiz (not a Wiki)
- A small solo assignment
- Pairs: begin work on Life (due Monday at 8:05)

What to do now

- Meet your partner
- Share contact info
- Express your commitment to making pair programming work for you.
- Check out the project from your pair repository.
- Read the instructions and the code
- Begin work on it