Welcome to CSC301

Who am I?

- Jason Wang
- Graduated from the university of Waterloo Computer science degree
- Professional software developer for 10+ years
- Started coding when i was 12
- Currently an Engineering manager at Uber

What can you expect?

- My first time teaching the course
- Software engineering practice
- 1.5 hour lecture and 30 mins Q&A
- Goal: Cover things you are interested in learning

Topics/Themes

- How to develop software.
- How to work in a team
- Practical technologies
- Distributed/Scalable systems
- Any Suggestions?

Project

- Large part of the grade
- Useful and commercially viable instead of just teaching
- Work in a group of 5-7 people

Team

- Consider skillset + people you worked with before to decide teams
- If one person is not pulling their weight, they will be penalized

Assignments

- Will be in Java + same as previous terms
- 15% + 20% respectively

Tutorials

- 7 in person tutorials, 5% participation marks. (1% per tutorial up to a maximum of 5% earned. i.e you can attend 5 out of the 7 tutorials and still get the full 5%)
- First tutorial this week Jan 13th

How to ask questions

- NOT: "Hey, ___ doesn't work, help!"
- Better: "Hi everyone, I am working on ___, and I am stuck on ___. I tried ___, it didn't work because ___. I also tried ___, and it didn't work because ___. I am assuming ___ and ___. Does anyone have any hints as to what might be wrong?"

Real world VS School

- 80-20 rule
- You are learning things you don't use because of depth and solving the leaky abstraction problem

Software Dev Models

- Waterfall OR Agile? Waterfall AND Agile?
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