

## What We Wish We Had Known (And Other Random Tidbits)

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7/27/2005

CSE 403, Summer 2005

## Testing IS Important

- n You can't tack it on at the end!
- n You have to design around it.
  - n i.e., build infrastructure that facilitates testing, rather than impedes it
  - n ...in the code (test hooks)
  - n ...and out of the code (bugzilla, test group)

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## Incremental Development Preserves Sanity

- n You should wear out the compile key.
- n How many lines of code do you write before you hit "compile"?
- n How many modules do you integrate before you hit "compile"?
  - n Hint: it shouldn't be too much...

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## Meticulous Planning Is Good

- n You can build mountains if you plan it
- n Our approach: define the program in terms of interacting components
  - n Codify those interactions into Interfaces
  - n Research before making decisions
    - n e.g., TCP v. UDP

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## Aim High, Shoot Low

- n You will drop features, and it's ok!
- n Keep the features that:
  - n Are necessary for your audience
  - n Motivate you to finish the project
- n Little things make magic happen...

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## Here's a Boatload of Magic



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## Motivate via Communication

- You need to keep talking to each other
  - Silence is death.
- Encourage participation and interaction
  - Ask people what they're working on
  - Meet as often as possible
  - Use email lists, IRC, IM, whatever...


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## One-Click Builds are Godly

- You do so much with a one-click build:
  - Facilitate testing
  - Encourage the group
  - Implicitly create infrastructure
  - Not have to worry about \$\*!^@\*\$ compile/packaging @#!& before turn-in
  - Show off l33t scripting skills
  - And so forth...


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## Writing is a Good Thing™

- You need to learn how to express yourself.
  - We write so little in this department
  - Challenge yourself to write coherently and meaningfully


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## You Get As Much From This Class As You Put In

- You need to be an active participant
  - It's easy to think "this is all common sense"
  - ...but can you:
    - Synthesize it all into a coherent whole?
    - Put it into consistent practice?
- It's tougher than it sounds; start now

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## The Journey Is More Important than the Result

- You shouldn't feel (too) bad when
  - You don't get all the features in
  - Your final build isn't working quite right
  - Your product looks/sounds/plays crappy
- You should feel bad only when
  - You realize that you haven't been putting the concepts from class into practice

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