

CS 2

Introduction to Programming Methods

What is CS 3?





Programming

Data Structures

Software Design

Python

Java

C

50 LOC

300 LOC

800 LOC

Course Material

- Introduction to the C Programming Language
- Designing **Good** Programs
- Debugging Strategies
- Working on a Team
- Working with a Larg(er) Codebase

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- Write a 2D physics engine and physics demos **in a group of three students**
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The course “tagline” is “you already know how to write software; now, let’s learn to write **good** software”.

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The most notable changes (though there are others) are...

- The group size has gone down from four to three.
- All members of your group must be in the same lab section.
- There are no assigned, specific TA mentors.
- The “main” physics engine project has been reduced significantly and we’ve replaced the solo project with a new one.

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Most weeks, you will be simultaneously working on a new feature for a long-term solo project and a new feature that will advance your group project. All code related to both of these projects will be due on Friday nights.
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Just like CS 2, most lectures will have an associated “diagnostic” following the same rules as CS 2 did. These will all be due on Sunday nights. Additionally, every group project feature will have approximately one discussion question which the whole group will prepare a response for together.

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Questions about “a week in CS 3”?