

Announcements

Thursday Extras: 4:00 in CS Commons; 4:15 talk in Science 3821
next week: CS @ U. Iowa

Office hours: Mon-Fri: 2:30-4:00 pm

Mentor sessions Sun, Tues. 7-8 (pm) Commons

Last slide on functions

Project notes

Incremental development

- Might start with basic movement

- Add dance every 10 actions

- Add consideration of 2 turns in a row

- Careful that 1 left turn, straight, 1 left turn does
not count as 2 turns in a row

Functions/procedures may or may not be helpful

- Reasonable for dances, special activities

- May not be helpful for main processing flow

Problem Solving Strategy

Complexity invites errors,
so keep code as simple as possible!

If code becomes very complex,
stop, and
consider if there is an easier way!

Sometimes a problem is complicated,
but often insight finds a reasonably simple
(and error-free) solution.

"Trivial" in Mathematics

(e.g., "the proof is trivial")

From my graduate school days (math):

A problem is "trivial" if

- there is an "obvious way" to approach the problem, and
- that way works
- (even if the "obvious way" requires 30 pages of writing)