Your first csc148 lecture?

- http://www.cdf.toronto.edu/~csc148h/winter
- Everything is on the website, not Blackboard.
- Previous lecture materials are on the website.
- Read the course syllabus, also on the website.
- Labs (called "tutorials" on ROSI) start next week.
- sign up for our Piazza discussion board (linked from the course website).

Announcements, Wed 14 January

- Lab rooms are posted.
- Google is here this week:
- Tech talk, today at 4pm, BA 1130.
  RSVP: http://bit.ly/1u31KuP
- Development talk for 1st and 2nd years, with career tips from Google engineers.
  Thursday at 4pm, BA 1160.
  RSVP: http://goo.gl/gTaAOA

Advice for A1

- Start with the class design, not the program logic.
- Understand what each class represents. It helps to
  - pick a good name for your class
  - write the class docstring before any code.
- Normally, a class has data, not just methods.
- Make sure you write methods, not functions.
- A method has a "self" parameter.
  - Method names should be verbs. They are things you can do to an object.
- When writing methods, picture the call.
- Use the design recipe.

Advice for A1

- In A2 and A3, you add
  - add more games
  - add more strategies
- Write your code so that this can be done without *changing* any code (or as little as possible), just adding to it.
- Use the handout -- it will help you! Especially "your job" which lays out the classes you need.

- Remember: The point of this assignment is the design, not the loops and ifs and so on.