

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, Mon 19 January

- SLOGs start this week, and continue weekly for the rest of term.
- On the course calendar for this week, see:
 - The SLOG handout
 - Links to logs written by computing professionals
- Your SLOG tasks this week:
 - *By ?I'm not sure?*, write about “Why geeks should write.”
 - *By Thursday*, submit the URL of your SLOG on MarkUs. The link for submitting is on the course calendar for Thursday.
- In weeks 3, 7, and 11 (only) we provide the topic.

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.