

# Programming Fundamentals

An Introduction to the module

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# Agenda

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- *Module Structure / Approach:*
  - *Introducing your lecturers*
  - *Structure of the module*
  - *Troubleshooting labs*
  - *Module assessment*
  - *Ethos*

# Introducing your lecturers

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## Colm Dunphy

- Profile: [https://www.wit.ie/about\\_wit/contact\\_us/staff\\_directory/colm\\_dunphy](https://www.wit.ie/about_wit/contact_us/staff_directory/colm_dunphy)
- Email: [cdunphy@wit.ie](mailto:cdunphy@wit.ie)

## Diarmuid O'Connor

- Profile: [https://www.wit.ie/about\\_wit/contact\\_us/staff\\_directory/diarmuid-oconnor](https://www.wit.ie/about_wit/contact_us/staff_directory/diarmuid-oconnor)
- Email: [doconnor@wit.ie](mailto:doconnor@wit.ie)

# Structure of the module

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12 weeks of delivery

Lectures

Labs

Mon  
12:15 –  
2:00

Wed  
12:15 –  
2:00

Tues (A)  
12:15 -  
1:45

Tues (B)  
1:45 -  
3:15

Thurs(A)  
10:45 -  
12:15

Fri (B)  
10:45 -  
12:15

# Structure of the module

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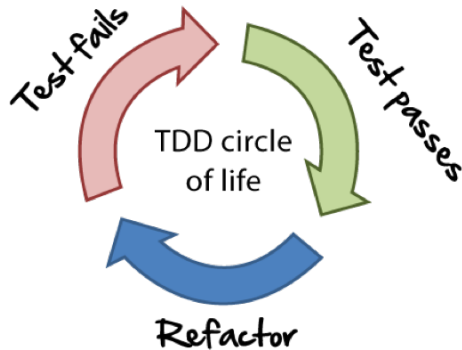


Adobe<sup>®</sup> Connect<sup>™</sup>



# Structure of the module

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Week Starting...	Topic	IDE	Assessment (100% CA)
Week 1 (22 <sup>nd</sup> Jan)	Static and Animated Drawings, Sequence, Data Types	Processing	
Week 2 (29 <sup>th</sup> Jan)	Selection (if), Iteration (loops), Events	Processing	
Week 3 (5 <sup>th</sup> Feb)	Using and Writing Methods	Processing	
Week 4 (12 <sup>th</sup> Feb)	Strings, Classes, Objects	Processing	<i>Assign 1 (20%) released</i>
MIDTERM (19 <sup>th</sup> Feb)	MIDTERM	MIDTERM	
Week 5 (26 <sup>th</sup> Feb)	Primitive Arrays	Processing	
Week 6 (5 <sup>th</sup> March)	Primitive Arrays and More on Classes	Processing	<i>Assignment 1 due Sunday</i>
Week 7 (12 <sup>th</sup> March)	Building the Game of Pong	Processing	<i>Assign 2 (40%) released</i>
Week 8 (19 <sup>th</sup> March)	IntelliJ, Basic I/O, Array Recap,	IntelliJ	
EASTER (26 <sup>th</sup> March)	EASTER HOLIDAYS	EASTER	
EASTER (2 <sup>nd</sup> April)	EASTER HOLIDAYS	EASTER	
Week 9 (9 <sup>th</sup> April)	Collections (ArrayList)	IntelliJ	<i>Assign 2 due Sunday</i>
Week 10 (16 <sup>th</sup> April)	Collections (ArrayList continued), Menu Driven Apps,	IntelliJ	<i>Assign 3 (40%) released</i>
Week 11 (23 <sup>rd</sup> April)	Persistence	IntelliJ	
Week 12 (30 <sup>th</sup> April)	XML, Exceptions, Collections (Maps, Sets)	IntelliJ	<i>Assign 3 due Sun 20<sup>th</sup> May</i>

# Assignment structure

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- 100% Continuous Assessment (CA).
- 3 assignments:
  - Assignment 1 (30%) – due Sunday 18<sup>th</sup> March, 5PM
  - Assignment 2 (20%) – due Sunday 15<sup>th</sup> April, 5PM
  - Assignment 3 (50%) – due Sunday 20<sup>th</sup> May, 5PM
- Hard deadlines; extensions only permitted if [mitigating circumstances](#) apply.
- Individual assignments (no team-based ones).
- Submit via Moodle assignment dropboxes.




# *Troubleshooting labs*

## *...during the lab sessions*


Post the issue in Slack; think of it as asking a question in a traditional classroom. Include any screen shots, screen recordings, etc you think might help solve the problem.



We encourage classmates to help each other, so if you know the answer to another student's issue, please do respond.



All our responses will be via Slack so that all students can see the resolution.



Note: for private issues, chat is also possible with us privately in Slack (or email).

# *Troubleshooting labs*

## *...outside of the lab sessions*

Search Slack Chatroom



Check Google / StackOverflow (or equivalent) for possible solution

Post the issue in Slack Chatroom

# Ethos

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- Self-directed learning outside of lectures / labs.
- Inquisitive and motivated.
- Helpful to peers.
- Engagement and staying current with the module.
- All work submitted must be your own work.
  - Note: all code/approaches given in the module by us can be re-used / re-purposed in your assignments.

# Introduction to Processing



# What is Processing?

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“Processing is a programming language,  
development environment,  
and online community.”

[Source: https://processing.org/](https://processing.org/)

- Some online examples developed using Processing:

<http://www.thesheepmarket.com/>

<http://balldroppings.com/js/>

<http://www.openprocessing.org/browse/>

# What is Processing?

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Processing...

...can be used to develop static or interactive online material and data visualisations.

...is often used by visual artists.

...produces visual and interactive representations of programming code.

# What is Processing?

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- Different programming languages can be used with Processing e.g. :
  - Java: we will use this language.
  - JavaScript
  - Python
  - CoffeeScript
  - Etc.

# Why are we using Processing?

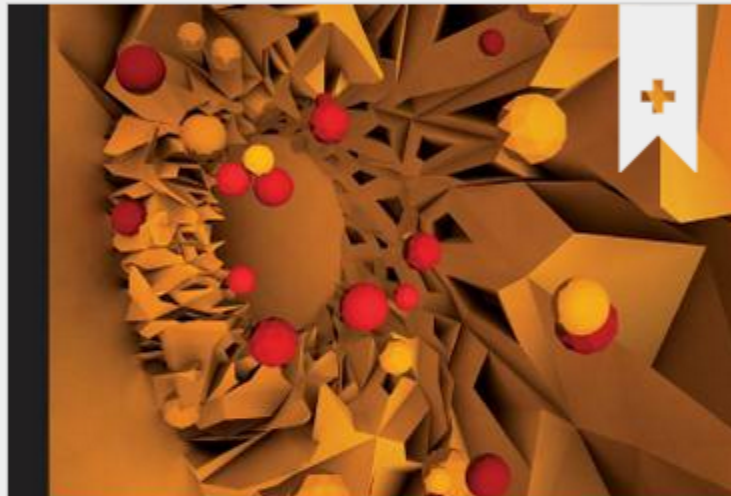
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*Processing is increasingly used  
to teach computer  
programming fundamentals  
(<https://processing.org/overview/>)*



# Some eBooks in WIT library

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Quick answers to common problems

## Processing 2: Creative Programming Cookbook

Over 90 highly-effective recipes to unleash your creativity with interactive art, graphics, computer vision, 3D, and more

Jan Vantomme

**[PACKT]** open source\*  
PUBLISHING



Cool projects that will push your skills to the limit

## Processing 2: Creative Coding

Learn Processing with exciting and engaging projects to make your computer talk, see, hear, express emotions, and even design physical objects

**HOTSHOT**

Nikolaus Gradwohl

**[PACKT]** open source\*  
PUBLISHING

We will start coding in Processing  
in the afternoon session



# Questions?

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