Design and Realization

IS 101Y/CMSC 104Y
First Year IT

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• Questions
• Announcements
  – Office hours today only until 12pm
  – Asst 3 due Tues
• Names
Exercise: Socks

• With team, write pseudocode for sorting a pile of socks. Be prepared why your approach the best way to solve the problem.

  • Sort by color
  • Sort by size

Abstraction

• An abstraction reduces information to focus on relevant concepts.
• Examples of abstraction:

  • Identifying appropriate abstractions for data, relationships, and actions is key design decision
Semester Game

• Basic scenario
  – Player makes choices about how to allocate time in each of 15 wks
  – Game simulates outcomes

• Possible choices for outcomes

• Possible choices for time (for 168 total hrs/wk)

Modeling Influences/Outcomes

• Hrs worked outside school
  – Range?
  – Effects?

• Hrs attending class
  – Range?
  – Effects?
  – Describe effects as equation

• % class actively participating
  – Range?
  – Effects?
  – Describe effects as equation
Abstraction Exercise 1

• In your group, discuss the following choice:
  – Hours spent studying/working on assts

• For this choice,
  – specify a reasonable range
  – Model the effect on each outcome with an equation

• Be prepared to report out your model and argue why it is superior to other models.