When | Teaching week 6  
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Goals | Course feedback, another if example, and how to trace a program by hand.

1 Pre-workshop questions and activities

Before the workshop:

- Review the lectures notes up to section 16.

2 Workshop activities

2.1 Closing the loop

We will discuss the results of the week 5 survey.

2.2 Nested ifs problem

- Write a program that predicts the grade you will get given the total number of marks you get for the course.

2.3 Tracing

- Tracing a program by hand is an important skill for programmers in understanding:
  - how someone else’s program does what it does; and
  - how your own program does what it does, especially when that isn’t the same as what you wanted (ie for debugging).

- Using the whiteboard and as a group, trace the execution of the find-the-maximum program developed in the lecture this week.

2.4 Anything else?

Any other questions about anything related to:

- this course;
- the degree(s); or
- the university?