### 1001ICT Introduction To Programming 2015-2

#### Workshop 6

School of Information and Communication Technology
Griffith University

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<th><strong>When</strong></th>
<th>Teaching week 6</th>
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<td><strong>Goals</strong></td>
<td>Course feedback, another if example, and how to trace a program by hand.</td>
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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?