CS170 Discussion - 2009-04-24

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Outline

- Announcements
- Pair Programming
- Project 3 Questions
- Partner Assignment

Announcements

- Project 3 Deadline extended to Friday March 1
 11:59
- Late Point Deduction: 1% every 5 minutes
- New rules for making patches
 - http://cs.ucsb.edu/~bboe/dynamic/
 170_teams#patches

Pair Programming

- 2 people, 1 computer
- Two Roles
 - Driver in control of keyboard and thus for the code that get emitted
 - Observer watches driver, plans the next steps

Why am I talking about this?

- Both members understand all changes, thus get more out of this course
- Mutual benefit of shared knowledge and experience

Hand-wavy statistics

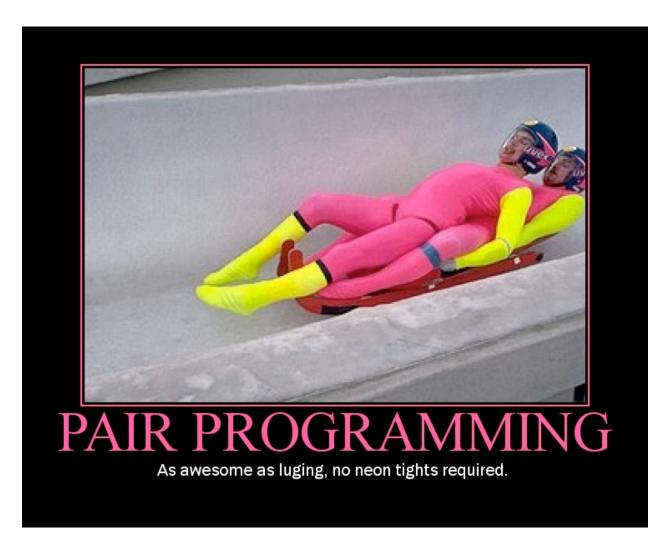
- ~15% less efficient than two independent developers
- ~15% fewer bugs produced*
- Increased enjoyment from of programming

 http://collaboration.csc.ncsu.edu/laurie/Papers/ XPSardinia.PDF ""It's like twice the brains with half the typing!" - Jeff Browne 1st year Ph.D.









Source: Jonathan Kupferman 1st year MS

Pair Programming Video

http://agile.csc.ncsu.edu/pairlearning/ educators.php

Courtesy of North Carolina State University

Project 3 - Realtime processes

- A realtime process is one that does not get
- Invoked via the syscall: enter_rt(clock_t period)

Notes

- Steps in getting message to scheduler
 - User process makes system call
 - System call is a wrapper around passing message to the appropriate server
 - The appropriate server then sends a message to the kernel (kernel call)
 - The scheduler now has it.
- Round-robin scheduling of different priorities