

Writing Workshop

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CS151: Computational Thinking: Visual Media

Lecture 17, Fall 2020

Friday October 2

Project 5: Animation

- Create a scene using Zelle Graphics shapes.
- 2 compound shapes (snowman is an example of one compound shape...*only can use it as 1/2 if you make it more elaborate!*).
- Shapes that compose compound shape created and added to a list with by a function that ends in `_init`.
- One of your 2 compound shapes should be animated (by function that ends with `_animate`).
- Each shape drawn (and animated) with by a function that ends in `_test`
- Like in lab, create a list of shapes that you will animate in your scene
- Use loops to efficiently move/draw/undraw shapes in your scene

Writing in CS matters!

- No matter how you use coding in your career, you will need to communicate to people who know nothing/little about CS (e.g. users, news/PR, your boss, etc.).
- If you use coding in your job and have a boss, they will probably not have time to read your code! They will still want to know what you did without seeing the code!
- If you collaborate with other programmers (the norm), they will appreciate a summary of what you have been doing...and clean, readable code with good docstrings/comments :)

Strategies for effective writing (1/3)

- Your abstract should outline all the important CS concepts, **how** you used them to create what you did, and describe what you made.
- Use active language where possible. (e.g. I simulated...I performed this...I implemented...I solved... rather than it was stimulated, I was asked to..., this task was implemented, etc.)

Strategies for effective writing (2/3)

- Do your first sentences of each paragraph do good jobs as topic sentences?
 - If a reader only read the first sentences, would you feel they could understand and follow the overall flow of ideas?
- Would a reader/programmer who didn't do the project be able to understand how to tackle the major challenges you confronted?
 - Note: *there's no need to restate the questions and project specification; you can assume the reader has access to the project instructions.*
- Define all your terms. Any jargon should be avoided and always choose precise, concise, non-technical language if possible.

Strategies for effective writing (3/3)

- Did you write concisely (i.e. do you repeat yourself often, use extraneous language, describe topics not related to the objective, etc)?
- **Do you outline the importance and ingenuity that went into your results?** If you did something non-standard and creative an interesting, creative solution, be sure to describe it!
 - Especially important for extensions!!
- Think in about the broader picture when describing what you learned.
 - Did you learn how to work with the Zelle Graphics module or to work with objects in a new context?

Class-wide critique of report summaries