

Homework 2: Reflections on Learning Programming Languages

See Webcourses2 and the syllabus for due dates.

In this homework you will note techniques that you found were helpful for learning new programming languages [Concepts] [UseModels] [MapToLanguages].

General Directions

This homework can be done either individually or in groups. See the instructor if you are having trouble forming a group on Webcourses2.

Answers to English questions should be in your own words; don't just quote from articles or books.

What to turn in

For problems that require an English answer, upload your answer to Webcourses2 for the assignment corresponding to that problem.

Problems

1. (5 points) [Concepts] [UseModels] [MapToLanguages]. During the semester, participate in the discussion on Webcourses2 named "Tips and Techniques for Learning Programming Languages."

You should post either a new tip for learning new languages or a reply. You only need to do one of these for the 5 points of this problem.

Tips will be graded based on the quality and originality of the tip and technique.

If you find a tip or technique particularly helpful, state that in a reply, and post a specific example of how you found it helpful. Conversely, if you tried to use a tip or technique and found that it was *not* helpful, state that and give a specific example of why (or how) it was not helpful and suggest what would have been better. The quality of your example will largely determine the points assigned.

2. (20 points) [Concepts] [UseModels] [MapToLanguages]. Gather the tips and techniques you found helpful for learning new programming languages during the semester together in a list, and order the list so that the ones you found the most helpful are at the beginning of your list. If you posted replies giving specific examples, or found specific examples helpful to you, then include those examples as well.

If you include items in your list from other people, give them credit in your list.

Points

This homework's total points: 25.