

Re: Java tools

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Malte wrote:

> *John C. Bollinger wrote:*

...

>> *You are making a dangerous mistake: confusing teaching
>> with learning. You can cover the details you describe
>> in a short class, but the best way for students to
>> _learn_ them is to have to _use_ them. It takes more
>> use than just a few exercises.*

>>

>

> *I give up. I assume you'd teach computing by handing out
> a blank sheet of paper and have students write a bunch of
> zeroes and ones. ;-)*

No, after a few weeks, when you are sure they have fully absorbed binary, you should let them use hexadecimal.

Seriously, there are dozens of skills that have all the following characteristics:

1. Learning them may enhance programming skill.
2. The best way to learn them is to have to use them.
3. The essentials to get started on OO programming can be imparted in summary form in a much shorter time.

I would include in this category, in no particular order: discrete mathematics, assembly language programming, computer hardware architecture, computer hardware logic design, electrical engineering, sociology (programming is often a group activity), domain knowledge for specific programming projects, operating systems structure, distributed system concepts, formal grammars, compilers, and command line programming.

Why is command line programming so special?

comp.lang.java.programmer: Re: Java tools

Patricia