Think like a Computer Scientist

Don't just learn to code: learn to think like a computer scientist







Abstraction





How can I represent this problem differently to help understand it?

Draw the problem; Reduce the data set; Explain it to the duck;





Always have a plan



Have a hypothesis: What do you *think* is causing the problem? Investigate the hypothesis;

Listen to your instincts;



Summarize the problem; Explain it to someone else; Draw Write Talk





Check your assumptions: Have you identified the essential details? Have you identified all of the essential details? Have you removed all the unessential details?

Decomposition

How can I usefully break this problem down into its component parts?

List its parts - no more than one point per list item;

Group list items into a hierarchy structure most important elements at the top, and related sub-points connected below;

Isolate each group of components from the others, so that it represents a single step in the process;







Hierarchy Charts Jackson Structure Diagram High-level view of the problem

Don't give up



Take a break

Take a break, take a breath!





Pattern Recognition

Learn from your errors and those of others; Record common errors for future reference Pay attention to known pitfalls; Pay attention to **error messages**. Learn to understand them;



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Robert Kiyosaki

Replicate the problem;

Identify the exact scenario that causes the problem;

Be systematic in your investigation

Trace the data through your algorithm/program using a **trace table** or variable **watches**, stepping through your code;

Catch problems early

Work in small steps; Save and test regularly; Change one thing at a time



Retrace your steps

What was the last thing that you did before you noticed the problem? Undo it;

Does the problem still occur?





Algorithmic Thinking

Use the Tools



Mini whiteboards





Trace tables



Turns	X	Output
0	1	/
0	3	/
		<u> </u>

Pencil and paper



