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](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.
PAIR PROGRAMMING
As awesome as lugging, no neon tights required.

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