

Test Your Tech

A local area network is:

- A. An exclusive social club.
- B. A group of computers, usually in a single building, connected by cables.
- C. Local television affiliates of the big networks.

1



Test Your Tech

A local area network is:

- A. An exclusive social club.
- B. A group of computers, usually in a single building, connected by cables.
- C. Local television affiliates of the big networks.

2

Topics

Lunar ruins

New human gene Eiffel Tower in Seattle

Another Martian pyramid

Dolphin translator

Recent Int'l Story

Google Research



Unit I Project

Create a bogus (fictitious) Web page In order to appreciate how easy it is to fake quality info

- · Modify photograph, changing its meaning
- Write misleading text
- Add "authenticity" links, fake credentials ...
- * Your page should look as legitimate as possible, but contain false information



Project 1—Details on Web

You will ...

- * Write page in HTML
- * Find/take a photo
- * Modify w/ Photoshop
- * Find "authenticity" links
- * Milestones
 - Turn In by 10pm Monday October 15: Web page plans
 - Turn In by 10pm Monday October 22: Web page + photo



Here's How It Works

Follow these steps:

- * Create your page locally
- * When finished, publish it on the server
- * Do not touch after the deadline (10:00 AM)
- * Submit your files in Catalyst Collect It
- * Leave your page unchanged until grading is complete

 We will check

We will check the timestamps



Net Point Video

Fluency Essentials

* http://uweoconnect.extn.washington.e du/fitnessfluencyessentialsds/fit7/



Debugging & Troubleshooting

"To err is human, but it takes a computer to really foul things up"



Using Computers...

In IT, stuff goes wrong ... debugging is the process of finding the error

- * Term coined by Grace Murray Hopper
- Best solution ... make no mistakes!
 - * Be accurate ... get it right the 1st time
 - * In most cases computers can't recover for our errors

The standard of precision for computers is



When You Debug...

Debugging is not algorithmic: no guaranteed proc

There are guidelines for debugging... Rather than trying things aimlessly and becoming frustrated, think of yourself as solving a mystery Become Sherlock Holmes

- Be objective: What are my clues? What is my hypothesis? Do I need more data?
- · Consciously 'watch' yourself debug -- its an out-ofbody experience
- When stumped, don't become frustrated, but ask, "What am I misunderstanding?"



Debugging Guidelines

- * Verify that the error is reproducible
- * Determine exactly what the problem is
- * Eliminate the "obvious" causes
- * Divide process into working/faulty parts
- * On reaching a dead end, reassess the information you have, trying to identify the mistake you are making
- * Work through process making predictions and checking they're fulfilled Memorize?



Reproducibility

First step: verify the error is reproducible

* Transient errors are very rare, but they do happen ... try again

Getting Out and Getting Back In

* Rebooting the operating system is advisable, especially for errors involving peripheral devices (printers, modems)



Determine the Problem

Second step: figure out what's wrong

* Often there is a sequence of steps following an error and propagating it ... work backwards looking to see where the error first occurred













Eliminate the Obvious

Third step: eliminate obvious causes "If the cause were obvious, the problem would have been fixed!"

- * There are standard things to check:
 - Inputs
 - Connections
 - "Permissions"
 - Physical connectivity

"Working" in similar situations is usually good enough



Isolate the Problem

Try to "partition" the situation into working and non-working parts

- Form a hypothesis of what's wrong
- Make as few assumptions as possible
- Take nothing for granted

The goal is to eliminate as many things from consideration as possible



At a Dead End, Reassess

When everything seems to check out, don't get frustrated ... ask, "What am I misunderstanding?"

- * Your goal is to see the situation as it is, not as you think it should be
 - Are you assuming too much?
 - Are you mis-reading the clues?

Sometimes, stepping back to the surrounding context is helpful

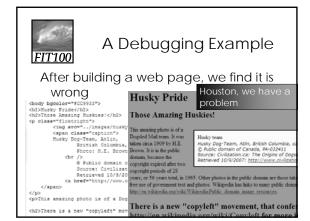


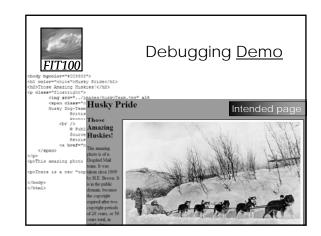
Make Predication/Check

Beginning with the isolated part, step through the process, predicting the outcome and verifying it

- * A prediction that is not fulfilled shows...
 - A possible bug
 - A possible misunderstanding
 - A chance to narrow the search

'Sleeping on it' may help!







Animations

Debugging HTML



Summary

Debugging is not algorithmic, but there are guidelines to follow

- * It probably pays to memorize them so they come to mind while debugging
- * Watch yourself debug -- assess how you are doing, what you need to know
- * Being accurate -- avoiding textual mistakes at all -- saves frustration

Notice how a few letters mess up a whole page!



For Friday

Read Chapter 8 in Snyder Read Project 1 and plan your Web Site of Misinformation

* Part 1A is due on Monday night before 10pm!