Partners In CSE 332

Why Partner Projects?

In CSE 332, all three projects are partner projects. There are several reasons for this:

- **Group Work Is A Skill.** Working on a project (programming or not) can add new difficulties. For better or worse, in real life, you will have to work with other people on codebases. As with all skills, the only way to get better at group work is to practice. This is important enough that we offer CSE 332 as an opportunity.

- **The Projects Are Time Consuming.** Because we cover a large amount of material in CSE 332 in such a short time, the projects are jam packed. The projects are written assuming students will be working in pairs. In other words, we expect the projects to take approximately twice as long if you work by yourself.

- **Students Have Different Backgrounds.** One of the major advantages of group work is that you and your partner usually have different strengths and weaknesses. You and your partner can exchange your strengths, and hopefully, both of you come out of the project stronger. You and your partner can match your weaknesses (e.g., a second set of eyes allows you to debug significantly more quickly).

Choosing A Partner

Finding a partner is one of your first responsibilities as part of the class. Go and meet new people if you don’t have someone in mind already. You may find the ”Search for Teammates” function on Piazza useful if you are having trouble finding a partner in-person.

We recommend (but do not require) that you work with the same partner for all three projects. You are expected to find a partner yourself, but you are unable to find one we will pair you with another student when projects are assigned. We do not expect anyone to try to work alone except in exceptional circumstances.
Announcing Your Partner

To let us know about your group (so we can make a repo for you) go to:

https://catalyst.uw.edu/webq/survey/robothomp/375196

You must do this by 3pm on Wednesday, because the first project releases later that night.

Pair Programming

We recommend that you and your partner attempt Pair Programming. Pair Programming is a technique in which you and your partner both program at the same computer. One of you is the “driver” (the person at the keyboard), and the other is the “navigator”. Generally, you and your partner switch back and forth between these roles. We recommend you read http://collaboration.csc.ncsu.edu/laurie/Papers/Kindergarten.PDF this article on how to pair program efficiently.