

Computer Science Large Practical

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About the Computer Science Large Practical

- The Computer Science Large Practical is a programming practical which seeks to develop your **independence and confidence** in programming by giving you more practice on a larger project.
- Different from practicals in second year, the CSLP gives you some freedom to **shape the direction of the practical**; not everything is specified for you.
- The course promotes **independent, creative study and active learning**, encouraging you to research concepts which can be used to develop extensions to improve your project.
- The final implementation which you deliver should be **uniquely yours**, incorporating your own ideas and design.

Availability

- The Computer Science Large Practical is a 20 point Level 9 course which is available for Year 3 undergraduate students in Informatics.
- It is not available to visiting undergraduate students or students in Year 4 or Year 5 of their undergraduate studies.
- It is not available to postgraduate students.
- Year 4, Year 5 and postgraduate students have other practical courses which are provided for them.

Scope

- The Computer Science Large Practical consists of one large design and implementation project, done in three parts.
- The first part is **administrative only**, requiring setting up and populating a source code repository for the practical.
- The second part is a **design document**, presenting the plan of the implementation work which will realise the design.
- The third part is the **implementation**. This should be a well-engineered implementation of the previously-supplied design.

Course timing

| | Deadline | Out of | Weight |
|--------|-------------------------------|--------|--------|
| Part 1 | 16:00 on Friday 13th October | 0/1 | 0% |
| Part 2 | 16:00 on Friday 10th November | 100 | 50% |
| Part 3 | 16:00 on Friday 15th December | 100 | 50% |

- Parts 2 and 3 are equally weighted and constitute the assessment for the Computer Science Large Practical.
- There is no exam paper for this course.

Computer Science Large Practical 2017/2018

- The requirement for the Computer Science Large Practical is to use the **Android Studio** development environment to create an app implemented for an Android device.
- The app implements a **location-based mobile phone puzzle game** which allows users to follow a map and collect words which have been scattered at random around the University of Edinburgh's Central Area.
- The words make up the lyrics of a well-known song and the puzzle aspect of the game is to guess the song from the words which have been found. Given that it is a song-based puzzle, the game is called **Songle**.

Frequently asked questions

- *I don't have an Android device. I've never written an app before. How can I do this practical?*
 - You don't need to have an Android device to do this practical exercise. The software which you develop will run on an emulator which is freely available for Windows, Mac OS X, and GNU/Linux platforms. There is no expectation that you have written an app before: you will learn how to do this in the course of this practical.

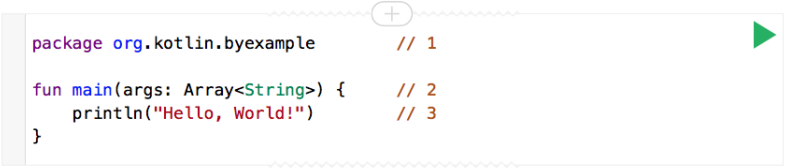
Frequently asked questions

- *I do have an Android device. Is there a specified device for this practical or a specified Android version?*
 - No; you can choose the Android version. If you have an Android device then choose the specification for your device, to allow you to test your app on a real phone. If you do not have an Android device then choose the emulator for a relatively recent device and a relatively recent version of the Android platform.

Implementation language

- The implementation language of the app is to be *Kotlin* (<https://kotlinlang.org>), a *modern, strongly-typed programming language with functional language features* which runs on the Java Virtual Machine.
- User-interface parts of the app are coded in XML.
- For a brief introduction to Kotlin, please visit <http://kotlinbyexample.org>

Hello World



```
package org.kotlin.byexample    // 1

fun main(args: Array<String>) {  // 2
    println("Hello, World!")    // 3
}
```


Target platform: JVM Running on kotlin v. 1.1.3

1. Kotlin code is usually defined in packages. If you don't define one, the default package will be used
2. The main entry point to a Kotlin application is a function called *main*
3. `println` writes to standard output and is implicitly imported

[GitHub Kotlin](#)

Variables


Kotlin has powerful type inference. While you can explicitly declare the type of a variable, you'll usually let the compiler do the work by inferring it. While Kotlin does not enforce immutability, it is recommended. In essence use *val* over *var*.



```
var a: String = "initial" // 1
println(a)


val b: Int = 1 //2

val c = 3 //3
```




Target platform: JVM Running on kotlin v. 1.1.3

1. Declare a mutable variable and initialise it
2. Declare an immutable variable and initialise it
3. Declare an immutable variable and initialise it. The compiler infers the type.



```
var e: Int //1
println(e) //2
```



String Templates

```
val greeting = "Kotliner"
```

```
println("Hello $greeting") // 1
```

```
println("Hello ${greeting.toUpperCase()}") // 2
```

Hello Kotliner

Hello KOTLINER


Target platform: JVM Running on kotlin v. 1.1.3

1. *Strings* in Kotlin can include references to variables that are interpolated
2. In addition to simple variable references, they can also include any expression enclosed in curly braces.


[GitHub Kotlin](#)

Null Safety

In an effort to rid the world of `NullPointerException`, variable types in Kotlin don't allow the assignment of `null`.



```
var neverNull: String = "This can't be null"           // 1
var nullable: String? = "You can keep a null here"     // 2
nullable = null                                         // 3
var inferredNonNull = "The compiler assumes non-null" // 4
```



Target platform: JVM Running on kotlin v. 1.1.3

1. Declare a non-null String variable
2. Declare a nullable String variable
3. Set the nullable variable to null
4. When inferring types, the compiler assumes non-null for variables that are initialized with a value

Classes



```
class Customer // 1

class Contact(val id: Int, var email: String) // 2

fun main(args: Array<String>) {

    val customer = Customer() // 3

    val contact = Contact(1, "mary@gmail.com") // 4

    println(contact.id) // 5
    contact.email = "jane@gmail.com" // 6
}
```

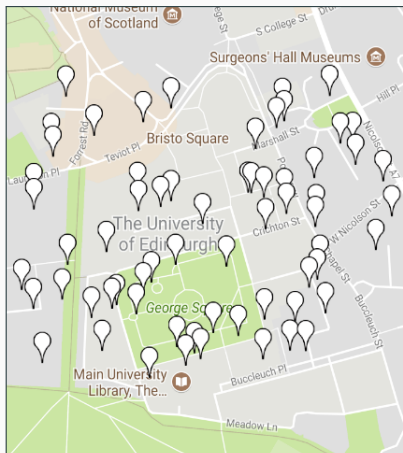
Target platform: JVM Running on kotlin v. 1.1.3

1. Declare a class named `Customer` with parameterless constructor
2. Declare a class with an immutable property `id`, a mutable property `email` and

Songle: a song-based puzzle game

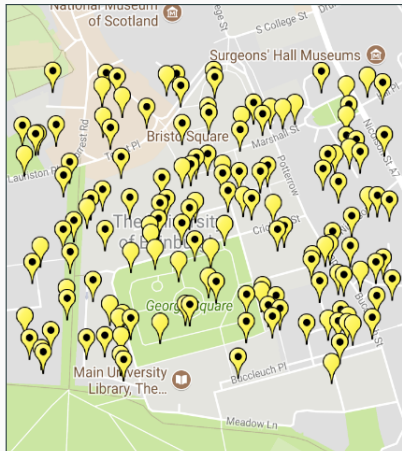
- Words are collected by *visiting their location on the map*, by which we mean that the player literally moves to that location with their mobile phone.
- There are five different versions of the map for each song, each giving *progressively more hints* to help the user guess the song more easily.
- Words are classified as either *boring*, *notboring*, *interesting* or *veryinteresting*.
 - Words which are classified as *boring* are short, common words (such as 'the', 'an', 'and', etc.)
 - Words which are classified as *veryinteresting* are longer, less common words (such as 'Scaramouche', 'thunderbolts' and 'lightning').

Map version 1 (25% of the words)



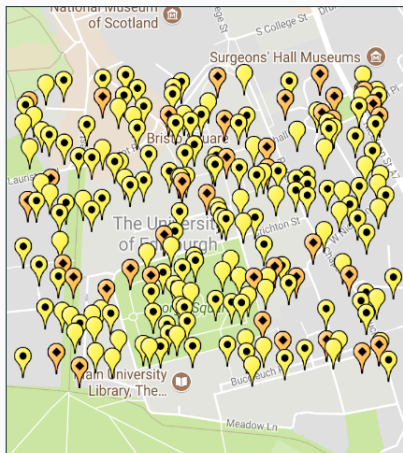
Key: *unclassified* (📍); *boring* (🟡); *notboring* (🟡);
interesting (🟠); *veryinteresting* (🔴)

Map version 2 (50% of the words)



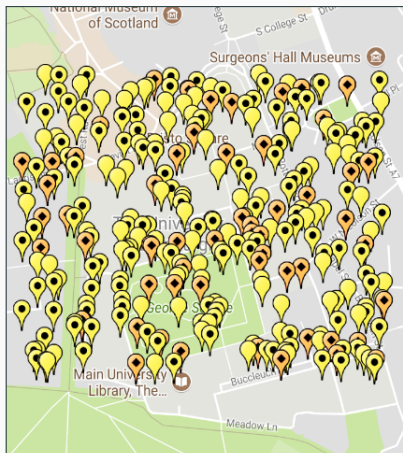
Key: *unclassified* (📍); *boring* (🟡); *notboring* (🟠);
interesting (🟢); *veryinteresting* (🔴)

Map version 3 (75% of the words)



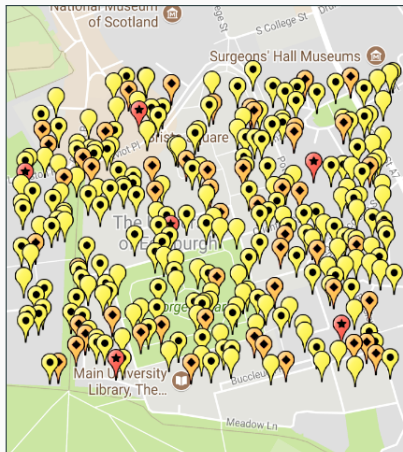
Key: *unclassified* (📍); *boring* (🟡); *notboring* (🟠);
interesting (🟤); *veryinteresting* (🔴)

Map version 4 (100% of the words)



Key: *unclassified* (); *boring* (); *notboring* ();
interesting (); *veryinteresting* ()

Map version 5 (100% of the words)



Key: *unclassified* (📍); *boring* (🟡); *notboring* (🟠);
interesting (🟡); *veryinteresting* (🔴)

Puzzle: Name that song

When routine bites hard,
And ambitions are low,
And resentment rides high,
But emotions won't grow,
And we're changing our ways,
Taking different roads.

Puzzle: Name that song

When routine bites hard,
And ambitions are low,
And resentment rides high,
But emotions won't grow,
And we're changing our ways,
Taking different roads.

Puzzle: Name that song

When routine bites hard,
And ambitions are low,
And resentment rides high,
But emotions won't grow,
And we're changing our ways,
Taking different roads.

*Then love, love will tear us apart again.
Love, love will tear us apart again.*

- The game is backed by a collection of songs with associated maps, stored in XML format on an HTTP server.
- This collection of songs is periodically extended with additional songs in order to keep players interested in the game as time goes by.
- Your app should check for a new version of this XML document every time the user begins a new game.
- The XML document contains a timestamp which is updated every time a new version of the document is released.

<?xml version="1.0" encoding="UTF-8"?>

<Songs timestamp="2017-09-10T20:10:22.563+01:00[Europe/London]"
root="http://www.inf.ed.ac.uk/teaching/courses/cslp/data/songs/" >

<Song>

<Number>01</Number>

<Artist>Queen</Artist>

<Title>Bohemian Rhapsody</Title>

<Link><https://youtu.be/fJ9rUzIMcZQ></Link>

</Song>

<Song>

<Number>02</Number>

<Artist>Blur</Artist>

<Title>Song 2</Title>

<Link><https://youtu.be/SSbBvKaM6sk></Link>

</Song>

...

</Songs>

Maps in KML format

Maps

- There is a **Songle Word Map** for each song, made available in the Keyhole Markup Language (KML) format used by Google Earth and other geographic visualisation software.
- The word maps are also available in **HTML and text formats** for ease of reading and browsing online.
- These maps have been generated already and are available on an HTTP server.
- A file **words.txt** contains the **song lyrics with line numbers** which count the lines of the song.

Contents of a Songle map

- A KML document is a list of *Placemarks* with optional *Style* decorations.
- Each Placemark contains a name giving the unique numerical identifier of the place, a description giving the letter which is available here, and a *Point*.
- A Point has coordinates in the format $\langle \text{longitude}, \text{latitude}, \text{height} \rangle$ where the height is always 0 in our maps, and thus can safely be ignored.

Example Songle map (1/3)

```
<?xml version="1.0" encoding="UTF-8"?>
<kml xmlns="http://www.opengis.net/kml/2.2">
<Document> ← previously omitted in error
```

```
<Style id="unclassified">
```

```
<IconStyle>
```

```
<scale>1.75</scale>
```

```
<Icon>
```

```
<href>
```

```
http://maps.google.com/mapfiles/kml/paddle/wht-blank.png
```

```
</href>
```

```
</Icon>
```

```
</IconStyle>
```

```
</Style>
```

wht-blank.png = 

Example Sngle map (2/3)

```
<Placemark>  
  <name>1:2</name>  
  <description>unclassified</description>  
  <styleUrl>#unclassified</styleUrl>  
  <Point>  
    <coordinates>-3.1920514249267513,55.94610672008997,0</coordinates>  
  </Point>  
</Placemark>
```

3.192° W, 55.946° N

...

Example Songle map (3/3)

```
<Placemark>  
  <name>26:4</name>  
  <description>unclassified</description>  
  <styleUrl>#unclassified</styleUrl>  
  <Point>  
    <coordinates>-3.188107575106777,55.94423294710405,0</coordinates>  
  </Point>  
</Placemark>
```

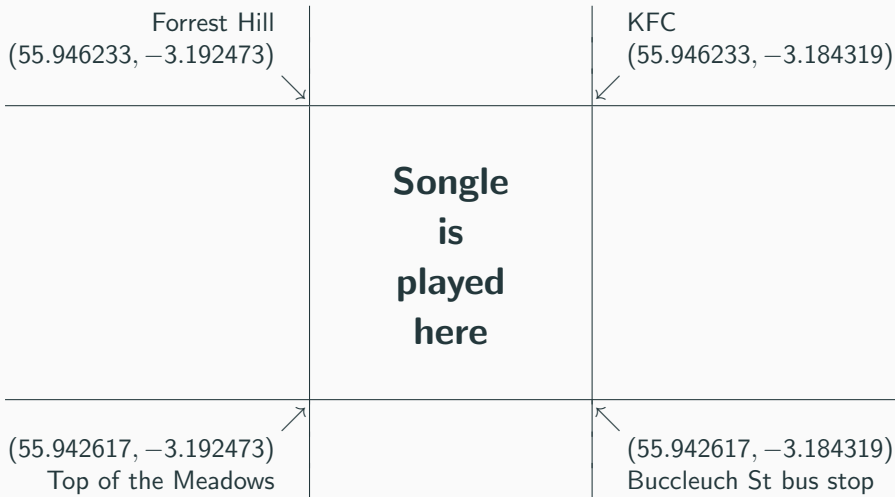
3.188° W, 55.944° N

```
</Document> ← previously omitted in error  
</kml>
```

Getting “near” to a word

- In designing your game you should decide *how near a Placemark the player physically needs to be* before they can be considered to have collected that word.
- GPS-based devices *cannot determine your true location perfectly* but the Android LocationManager API at least attempts to determine the accuracy of its estimated location.

Playing field



Bonus features

- In addition to the game features described above you should design and implement some **bonus features**, such as:
 - giving hints such as free words, or even displaying a line from the song;
 - recording the distance walked by the user while playing the game;
 - timing-based play (play against the clock);
 - play modes (easy, moderate, difficult) or attainment levels (beginner, advanced, expert);
 - a scoring system which reflects the attainment level, or play mode;
 - ...
- You should aim to add **two additional bonus features**, but games with more than two additional bonus features are also welcome.

Computer science aspects of the practical

This practical helps you to improve three useful skills in computer science:

- **learning new programming idioms:** you will learn some new programming concepts and gain experience of a functional programming language on the JVM;
- **using version control systems:** you are to use the Git version control system to manage the source code of your application—learning how much and when to commit code is a useful skill;
- **writing readable source code (in an unfamiliar language):** the Kotlin source code which you submit will be inspected for clarity and readability (as well as correctness) so you should try to write clear, easy-to-read code.

Frequently asked questions

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- *Can I develop my app on my laptop?*
 - Yes. You are strongly encouraged to do this because it will encourage you to investigate the Android SDK and related libraries. Of course, we recommend taking regular, well-organised backups, which is an important service provided by a version control system.

Frequently asked questions

- *I don't want to learn a new programming language; can I implement my app in Java instead?*
 - That's what's being done in the Software Engineering Large Practical, so you can just transfer to that course.

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 - That's what's being done in the Software Engineering Large Practical, so you can just transfer to that course.
- *Instead of Kotlin, can I implement my app in Ruby/Python/Scala/C#?*
 - No, not for this practical. We need all students to be working in the same programming language in order to make a fair assessment.

Frequently asked questions

- *I don't want to learn a new programming language; can I implement my app in Java instead?*
 - That's what's being done in the Software Engineering Large Practical, so you can just transfer to that course.
- *Instead of Kotlin, can I implement my app in Ruby/Python/Scala/C#?*
 - No, not for this practical. We need all students to be working in the same programming language in order to make a fair assessment.
- *I have a server where I can host web services. Can I transfer some of the app's functionality to the server side?*
 - In principle, yes, but the server-side code will also have to be written in Kotlin. You will also need to submit your server-side code for assessment, and it too should be readable and clear.

Frequently asked questions

- *Do I have to develop in Android Studio? I much prefer Eclipse/Emacs/vi etc.*
 - You are required to submit an Android Studio project so we strongly recommend developing in Android Studio for this practical exercise.

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 - You are required to submit an Android Studio project so we strongly recommend developing in Android Studio for this practical exercise.
- *Do I have to use Git? I much prefer Subversion/Mercurial/Darcs etc.*
 - Yes. Git is the chosen version control system for this practical because it is supported by Android Studio. However, please note that we are using a **private Git repository**: do not upload your code to a public repository where anyone can see it!

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About

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| Part 2 (Design document) | 16:00 on Friday 10th November | 100 | 50% |
| Part 3 (Implementation) | 16:00 on Friday 15th December | 100 | 50% |

Please note that although Part 1 of this practical is not weighted, you are strongly encouraged to do it both in order to ensure that you are keeping up with the material of the course as it progresses and because your use of your source code repository is a factor in the assessment for Part 3 of the practical. Parts 2 and 3 are equally weighted.

Any questions?