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Tools and Techniques L1: Introduction

Monday 24 August 2020 15:00 (1 hour)

To start, we discuss some of the characteristics of software projects for high energy physics, and some of the issues that arise when people want to contribute to them. This forms the framework for the Software Technologies Track. We then continue with a brief introduction to software engineering from the perspective of the individual contributor, both as a formal process and how it actually affects what you do. The lecture discusses several categories of tools & techniques you can use to make yourself more productive and effective. Continuous testing and documentation has proven to be important in producing high quality work, but it's often difficult to do; we discuss some available approaches. Many problems require specific tools and techniques to solve them effectively: We discuss the examples of performance tuning and memory access problems.

Summary

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