University of Illinois at Urbana-Champaign Dept. of Electrical and Computer Engineering

ECE 120: Introduction to Computing

An Incomplete List of Advice for Sophomore Systems Builders

ECE 120: Introduction to Computing

© 2015 Steven S. Lumetta. All rights reserved.

slide 1

### Advice #1

Take on a big project during your next few years.

## Advice #2

Learn to use a debugger.

# Advice #3

Don't put off learning about tools (make, svn, python, Matlab, etc.).

Advice #4	
Avoid optimizing prematurely.	

# Advice #6 The best designers are the best testers and debuggers.

Advice #7	
Good code is like good prose.	
	slide 8

## Advice #8

Take on a big team project during your next few years.

## Advice #9

Don't be afraid to break things.

## Advice #10

Turn drudge work into opportunities for invention.