Advanced 3- Art is as important as Science

Class objective: I will be able to understand and can participate in the discussion on this topic.

Concept A: Vocabulary:

• Agronomics - The Science of land management

• Genealogy - The science of family descent

• Archaeology - The study of ancient building and prehistoric remains

• Paleography - The study of ancient writings

• Calligraphy - The art of beautiful hand-writing

• Metallurgy - The art of metalworking

• Numismatics - The study of coins

• Mathematics - The study of numbers

• Surveying - The art of measuring lands

• Trigonometry - The science of triangles

• Taxidermy - The art of preserving skins

Concept B - Understanding the topics:

Many a time we think about science, we think about abstract notation from nowhere, formulas that are hard to read or understand or interpret.

Another thought may come to mind is the rigidity of science, the rule based notion of solving the problem correctly or not, producing the right answer. Although a part of it is true to some extent, the answers need to be accurate and precise in order to describe reality, another part is missing due to a superficial nature of understanding of science.

As Albert Einstein once said, “the greatest scientists are artists as well.” Although this may come as a surprise to people who have never studied science deeply, but in fact some of the greatest minds in science were inherently creative. This is because science is a form of creation. The purpose of science is to understand the world and

Date: February 3 | 4:00-5:00pm

Present: Brandon (driver), Jasmine (navigator), Collin (reviewer)

Agenda

1. Discuss milestone goals
2. Implement testing
3. Discuss deliverables

Minutes

1. We confirmed the milestone requirements on the google doc. Focus this development on testing, unit testing, and basic deliverables.
2. Brandon, Jasmine, and Collin did pair programming and navigated who was the main editor for the implementation of testing. We used a combination screen and in-person coding this time.
3. We all learned about how we could implement deliverables and their outlines.

Next Action Items

1. Prepare for the coding tomorrow by reviewing calls about testing and also to implement/log and compiling.

Meeting #3

Date: February 4 | 8:00-9:00pm

Present: Brandon (driver), Jasmine (navigator), Collin (reviewer)

Agenda

1. Complete testing and unit compiling
2. Create deliverables
3. Milestone report

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