Agenda :-

1. Common terms throughout the modules
2. Discussion about Beginner module
3. Interesting things about Computer
4. Basic Codes in java.
5. Quizzes
6. Dashboard Walkthrough

Common terms :-

1. **PSP (Problem Solving Percentage) - Solved Assignment Problems / Total Open Assignment Problems**

- After every class you'll get problems to solve. There will be two types of section - **Assignment** and **Additional**. Assignment section consists of implementation of the problems done in class.
- Additional Problems are slight modifications of assignment problem.
- PSP is calculated based on Assignment Problems since we would want you to work atleast on your concepts, but even though additional problems are not part of PSP, once you're done with assignment, we highly recommend to complete additional problems as well since they challenge you to become better.
- Try to keep PSP least 85% no matter what. Remember that to be able to grasp concepts better, you are expected to solve problems regularly.

2. **Attendance**

- Try to maintain at-least 75% attendance either through live classes or by watching recording, though I will recommend you to come to classes regularly because otherwise it may create backlogs.
- So, I expect all of you to attend live classes and if for any reason you are unable to, then please send me a message stating the reason.

3. **Contests:**

Every module shall have contests.

- Each will be for 1.5 hours and will be conducted within class timings immediately followed by Contest Discussion (Instructor shall be discussing contest problems).
- You are expected to score >=60% in contests. If for any reason you are unable to do so, then we shall also be having re-attempts.
- It is recommended to participate in live contest since discussion happens for it but for re-attempt, it doesn't happen. Hence, it is important to give live to be able to undertsand mistakes.
- Rely on re-attempts in worst scenarios. Though, best of any attempt shall be considered.
- People who regularly solve problems and participate in contests are more likely to do better in real Interviews.
- Be consistent in solving problems. If stuck, please post the issue in your WA/Slack group and let's make it a habit of helping each other as it will eventually help you to be better.

Beginner Module Description

1. Introduction to Beginner Module.
2. Basic Arithmetic operation
3. Data Types 1
4. Data Types 2 & Reading Inputs
5. Operators
6. If - Else 1
7. If - Else 2

8. Contest 1: Data types and Operators
9. Loops 1
10. Loops 2
11. More problems on loops and Patterns 1
12. Patterns 2
13. Functions - 1
14. Functions - 2
15. Intro to strings
16. 1D Array - 1
17. Contest 2 - If - Else, Loops and Functions
18. 1D Array - 2
19. 1D Array - 3
20. 2D Array - 1
21. 2D Array - 2
22. 2D Array - 3
23. String Implementation
24. Math Basics and Calculate Iterations
25. Contest 3 - Arrays

FAQ :-

1. Notes will be Uploaded after the Session.
2. Assignments will be Unlocked after the Session.
3. No deadline for assignments.
4. Session Flow :- 9:05 PM .... 5 or 10 mins Break...... 11:30 PM ... Doubt Session.

Protip :-

To : Everyone   Lisakutty

Is Computer Dumb? Yes
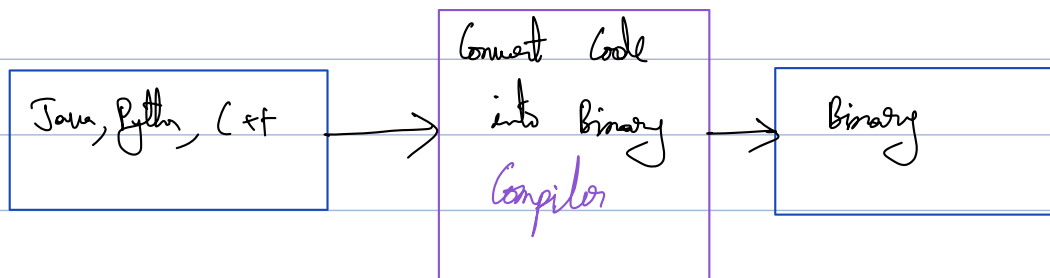
Play Pushpa movie !!

Scenario 1:- Sibling

Scenario 2:- Computer

- Does Not Need step by step
  Instructions

- Needs step by step
  Instructions

Need Of Programming Language:-

- Computers ⇒ 0s & 1s ⇒ Binary

| Java, Python, C++ | → | Convert Code into Binary Compiler | → | Binary |

IDE:- Tool for developers for Software Editing building etc.

Importance of Syntax

ex1 :- I love to Cook. ✓

ex2 :- I garden know don't. ✗

        ↳ Grammar → Rules of writing English

Syntax is Rules of writing Code.

Rule 1 :- Every statement should end with Semi-Colon (;)

System.out.println (100); // 100

Quiz 1 :- System.out.print (10+20) // Error

           ↳ Semi Colon was missing

Rule 2 :- Java is Case Sensitive. $a \neq A$

System.out.Print (100); // Error

        → O is Uppercase

Quiz 2 :- System.Out.print (10+20);

        ↳ Error

Quiz 3 :- System.out.print (10+20); // 30

Quiz 4 :- System.out.print (10 * 20); // 200

Quiz 5 :- System.out.print (5-10); // -5

System.out.print ("Randeep");

Rule 3 :- In order to print text, we Use double Quotes (" ")

Quiz6 :- System.out.print (" Priyanshi);

Error due to missing closing Quotes.

Quiz7 :- System.out.print ("10+20");

↓

This is Considered as text.

output :- 10+20

Quiz :- System.out.prinT ("10/20 world is ");

↓

Error coz T should be lowercase.

Rule 4 :- (), { }, " " ⟶ These All should be in pairs.

Rule5, Comments :-
1. Single line Comments ⟶ // . . . .
2. Multi line Comments ⟶ /* . . . . . */

System.out.println ("Aman"); // printing User's Name.
// printing . . .
// . . . .

/* . . . . . .
. . . . .
. . . . . . */

print vs println :-

Hello Guys!!
Welcome!!!

```
System.out.print("Hello Guys!!");          output :- Hello Guys!! Welcome !!!
System.out.print("Welcome !!!");
```

```
System.out.println("Hello Guys!!");  ✓     output :-     Hello Guys!!
System.out.print("Welcome !!!");                          Welcome !!! _
```

```
System.out.println("Hello Guys!!");  ✓     output :-     Hello Guys!!
System.out.println("Welcome !!!");                       Welcome !!!
                                                             _
```

Quiz 9 :-   System.out.print(10); ✓   output :- 1020 _
            System.out.print(20);

Quiz 10 :- System.out.print("Scaler"); ✓ output :- ScalerAcademy
            System.out.print("Academy"); ✓

Quiz 11 :-
```
// System.out.println("Super");
System.out.println("Excited");
```
output :- Excited
             _

Quiz 12:- System.out.println("Hey There"); // Hey There

Quiz 13:-
```
System.out.print("A");
System.out.println("B");
System.out.println("C");
```
output:- AB
C
-

Quiz 14:-
```
System.out.print("A");
System.out.println("B");
System.out.println("C");
System.out.print("D");
```
output:- A B
C
D-