CSCI 1300

Intro to Computing

Gabe Johnson

Lecture 1 Jan 14, 2013

Introductions, Administrivia, and *Why Am I Here?*

Lecture Goals

1. Introductions
2. Collab., Design, Learning, Coding
3. Course Goals
4. Syllabus Stuff.
5. Other Existential Stuff.
6. Recitations

Upcoming Homework Assignment

HW #1 **Due: Friday, Jan 25**

Hello World

Pretty simple: get your computer set up with the various tools so you can write, compile, run simple programs.

Details to follow.

(I will remind you of upcoming HW assignments or tests at the beginning of each lecture.)

Team CSCI 1300

Instructor: Dr. Gabe Johnson

(please use gabe.johnson@gmail.com)

TAs:

Frank Di Natale, Halley Profita, Jaeheon Jeong, Jing Zheng, Mahnaz Roshanei

LAs: TBD

Office Hours: TBD

Course Goals

This is about two things:

1. How to *program* and *think* about design and engineering from a computational perspective.

2. To determine if you want to keep going down the path of computer science/software/hacking.

Spring 2013 - CSCI 1300

	Sa	Su	**Mo**	**Tu**	**We**	**Th**	**Fr**	
Jan	12	13	14	15	16	17	18	
	19	20	~~21~~	22	23	24	**25**	**hw 1**
Feb	26	27	28	29	30	31	**1**	**hw 2**
	2	3	4	5	6	7	**8**	**test 1**
	9	10	11	12	13	14	**15**	**hw 3**
	16	17	18	19	20	21	**22**	**hw 4**
Mar	23	24	25	26	27	28	**1**	**test 2**
	2	3	4	5	6	7	**8**	**hw 5**
	9	10	11	12	13	14	**15**	**hw 6**
	16	17	18	19	**20**	21	22	**test 3**
	23	24	~~25~~	~~26~~	~~27~~	~~28~~	~~29~~	
Apr	30	31	1	2	3	4	**5**	**hw 7**
	6	7	8	9	10	11	**12**	**hw 8**
	13	14	15	16	17	18	**19**	**hw 9**
	20	21	22	23	24	25	26	
May	27	28	29	30	1	2	**3**	**project**
	4	5	6	7	8	9	10	

Collaboration

Do! *Strongly Encouraged!*

Work with your friends, family, and bitter enemies!

Document all Internet help and student collaboration.

caveat: ***type everything*** *yourself. this is important. especially at this early phase of your software life.*

Design

This is as much about *design* as it is about typing C or Python or Java or whatever.

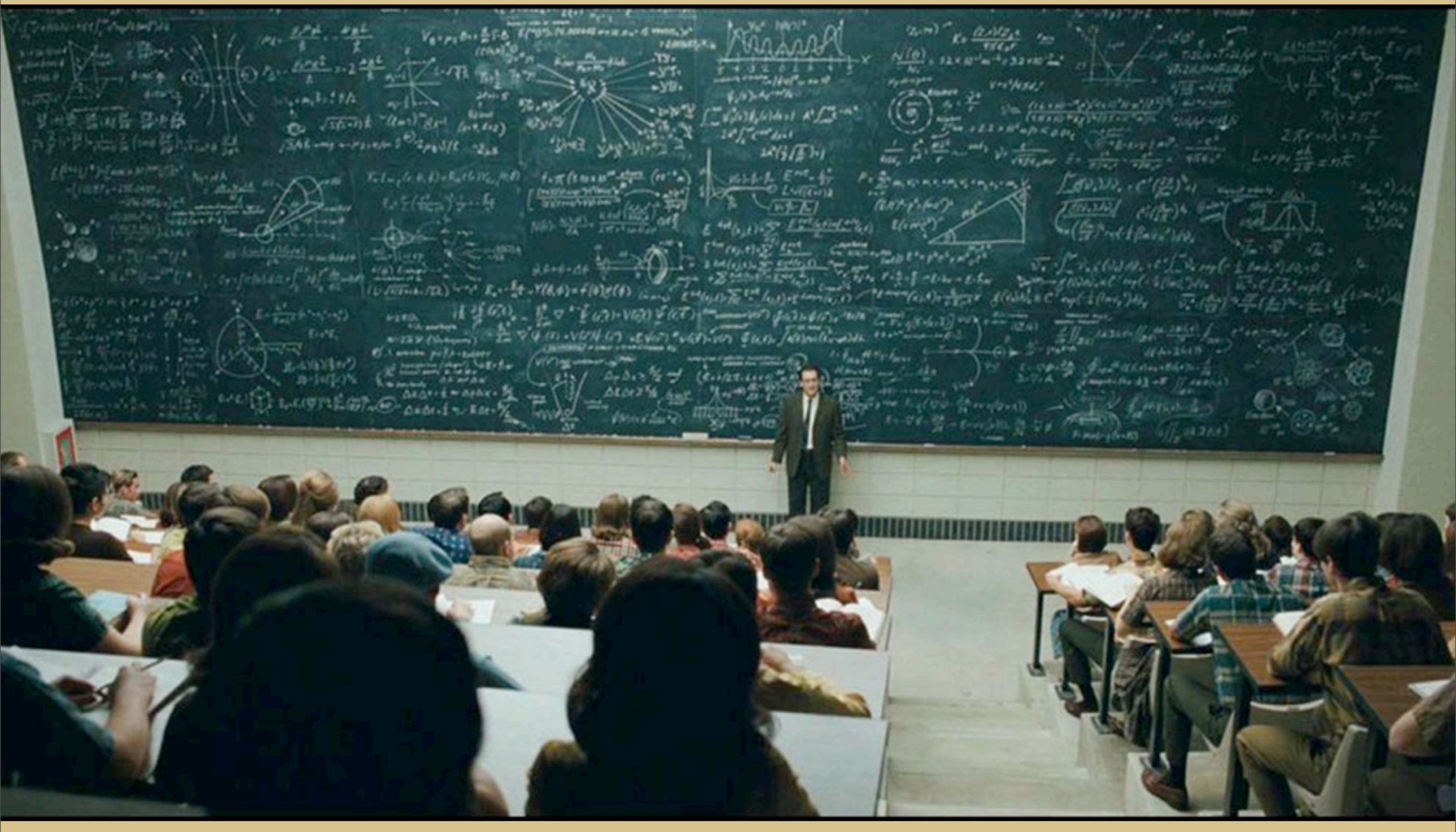
Design is as much about *understanding and framing* problems as it is *solving* problems.

Learning

The software world moves fast. *You have to be able to learn new concepts quickly.*

This is not an after-school special. Characterize what you don't know, and once you've figured it out, characterize the strategy that worked. Remember and use!

Coding



Coding

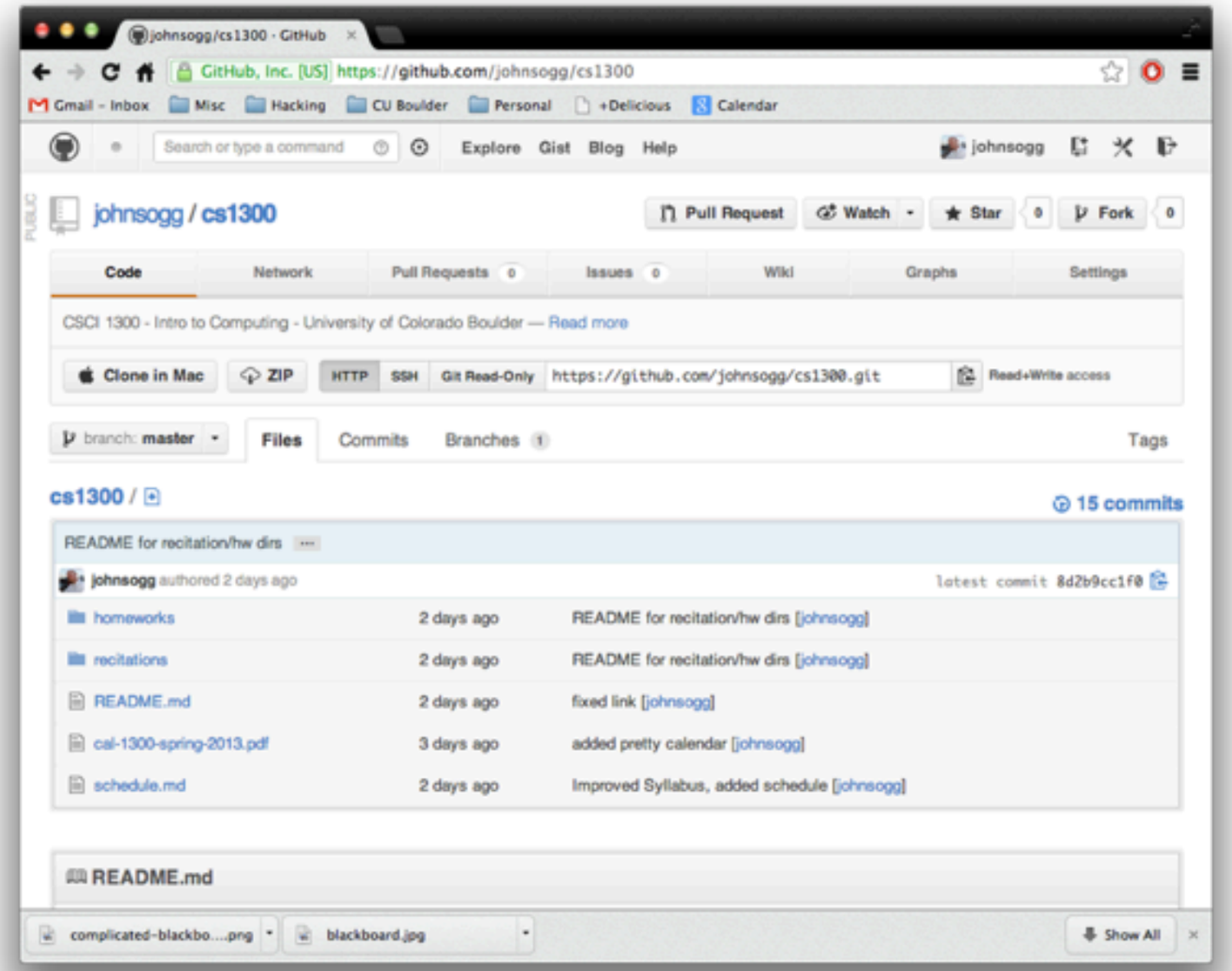
Writing code can be frustrating.
I assure you it is awesome.
Hang in there, and you will win.

Leave machismo behind. Do not wield your skills as a weapon.

Syllabus Stuff

Course “Home Page” is really a Git repository.

github.com/johnsogg/cs1300

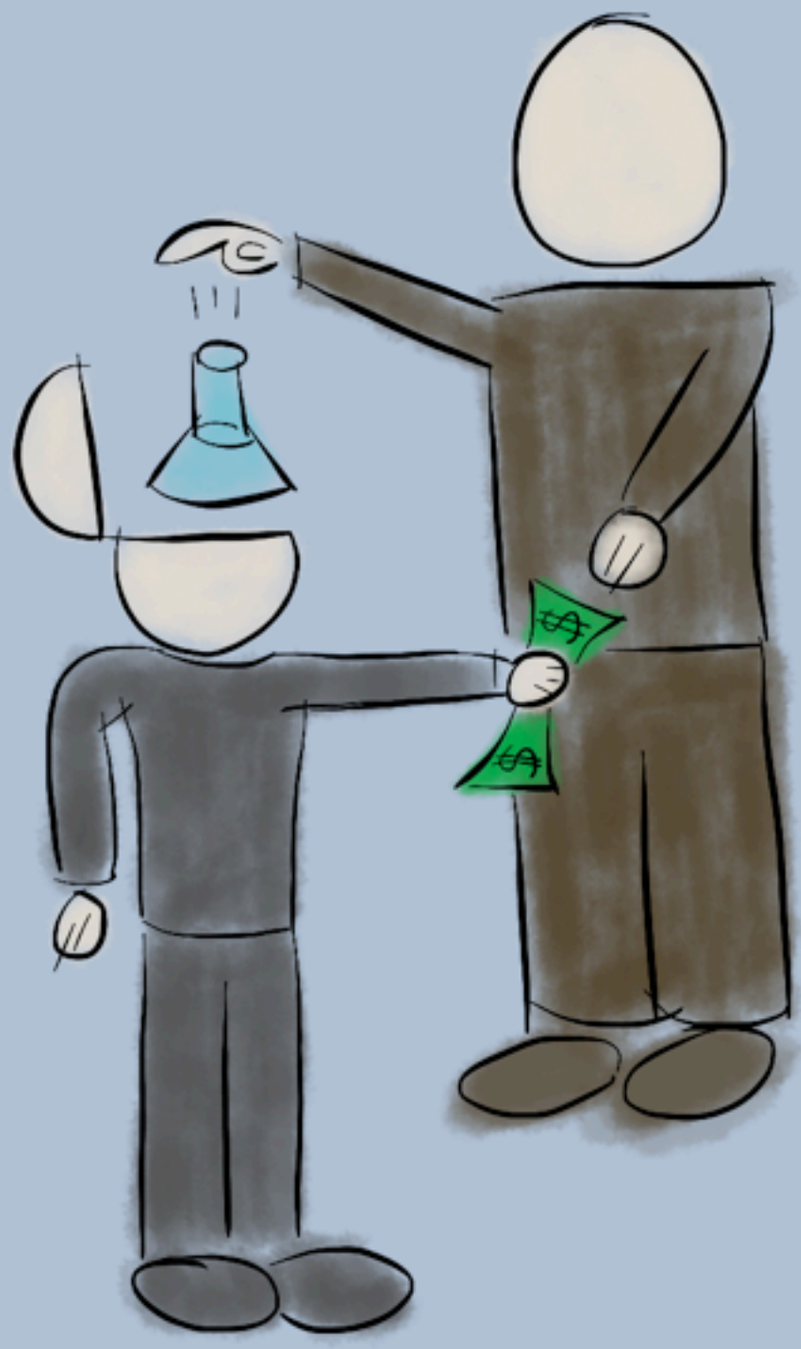


Existential Stuff

If you are 100% comfortable with design, collaboration, deliberate learning, *and* writing code, consider moving up to CSCI 2270.

... or do research?

... or do awesome side-projects?



A COMMON MISCONCEPTION ABOUT COLLEGE

Recitation

In general, recitations are an opportunity to get extended help from the TA, LAs, or fellow students. Attendance is *optional*, but if you never go to recitation, don't expect us to give you personal attention via email all the time.

This week: use recitation to familiarize yourself with the computing environment, including:

- The lab computers.
- The gigantic virtual machine. See recitation notes on GitHub.