

Introduction to Programming Principles **Welcome to week 1**

Computer & Information Sciences

W. H. Bell

Objectives

- Think about the process of programming.
- Install Anaconda or Python 3.
- Explore examples given in 01 and 02.
- Run the programs.
- Modify the code and experiment.
- Use the debugger to check the flow of the program.
- Try problems in Computer Lab.

Timetable

Class: [CS995-1-1 / INTRODUCTION TO PROGRAMMING PR](#)

Weeks: 1-52 (5 Aug 2019-2 Aug 2020)

	9:00	9:30	10:00	10:30	11:00	11:30	12:00	12:30	13:00	13:30	14:00	14:30	15:00
Mon					CS995-1-1/Lec/A/01 Lecture Wks: GH / 898 8, 10-13		CS995-1-1/Comp/A/01 Wks: 8, 10-13		Computer Lab LT / 1201 & 1221 8, 10-13				
Tue			CS995-1-1/Comp/B/01 Wks: 8-13	Computer Lab LT / 1201 & 1221 8-13	CS995-1-1/Lec/B/01 Lecture Wks: RC / 540 8-13			CS995-1-1/Comp/C/01 Wks: 8-13	Computer Lab LT / 1201 & 1221 8-13				
Wed													

- Lectures: Videos
- Labs: Zoom
- University is closed on Monday, 28th September

MyPlace Resources

- Use the video and slides resources.
- Take the quiz to check if the slides and talk content has been understood.
- Raise questions on the forum.
- Download the documentation and example code.

Computer Labs

- Live, using Zoom.
- Ask questions about MyPlace materials.
- Work together with partner to solve problems.

Summary

- Many concepts are being introduced this week.
- Continue to think about these concepts next week.