

Tute 01

COMP1511 22T3

Jack Robbers

content

- course intro
- thinking like a computer

whoami

Jack Robbers

4th Year Electrical Engineering / Computer Science

5th? time tutoring 1511

joined by William (T09A) or Damjan (W13A)

the worst part of uni

icebreaker(s)

links

- course website: `cgi.cse.unsw.edu.au/~cs1511/22T3`
- my email: j.robbers@unsw.edu.au
- tute code and slides:
`web.cse.unsw.edu.au/~z5263682/comp1511-22T3/`
or `github.com/JackRobbers/comp1511-22T3`

~~rules~~ axioms

what you find easy might not be easy for others

be nice

covid

draw

tutes

mostly small group activities
assume you've seen the lectures

labs

due the following Monday at 8pm

lab 1 doesn't count, 8 other labs do

where you can get help

course content:

- course forum
- help sessions (will start later in the term)
- ask myself or Damjan in labs or via email

admin / other:

- cs1511@unsw.edu.au
- special consideration
- unsw psychology and wellness

assignment 0

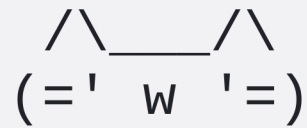
due week 3 Friday - 30 September 8pm

released in parts each week

questions

programming

drawing but on the computer



$$\begin{array}{c} \diagup \quad \diagdown \\ (= ' \quad w \quad ' =) \end{array}$$

recap

commands

- cd
- ls
- mkdir
- code
- dcc
- mv
- rm

up/down arrows and tab to save typing

c syntax

- comments
- `printf()`
- semicolons - `;`
- indentation
- escaping - `\n` , `\\`
- curly / squiggly brackets - `{}`