Welcome

Haskell and Cryptocurrencies

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Goals

- Introductions (participants and instructors).
- Explain the course schedule.
- · Clarify expectations and workload.

Introductions

Schedule

This week: kick-off week

- Full schedule: lectures in mornings and afternoons.
- · Lab time every day.
- · Small exercises, reviewed immediately.

Schedule today

- Introduction to Cryptocurrencies.
- · Overview of Haskell.
- · Lunch break.
- · Lab setup (get everything installed, first steps).
- First set of small assignments.

Other weeks

Schedule is preliminary, and will be refined further:

- · Monday, Wednesday, Friday morning: lectures.
- · Tuesday morning: discuss assignments.
- Thursday morining: student status reports.
- · Afternoons: Additional discussions and team work time.

There will be two coffee breaks each day at 11am and at 3pm.

Guest lectures

- · Prof. Philip Wadler, February 5th-9th
 - Propositions as Types
 - Category Theory for the Working Hacker
- · Darryl McAdams, February 19th-23rd
 - · Equational Reasoning
 - · DSL's

Expectations and assignments

Mutual expectations

This is a full-time course.

- Work on assignments and projects is expected and necessary.
- · Ask a lot of questions.
- Feel free to suggest ideas for course content.
- · Course setup is somewhat flexible.
- · Get proper feedback on your performance.

Weekly assignments

- Every Friday, one set of assignments will be distributed.
- To be handed in (electronically) on Friday one week later.
- To be solved individually.
- Reviewed by us.

Project assignments

- In larger intervals, larger project tasks will be distributed.
- To be worked on in teams (probably two teams in total).
- · Teams will be determined at the end of the first week.
- · Milestones will be agreed on.
- Use the afternoons to coordinate the team work.
- Intermediate and final demos / presentations here in the course.

Extra and bonus work

We may do additional things such as:

- Give everyone (or a few people) a paper to read and then discuss it in the course.
- Pose additional programming challenges and let participants present their solutions.
- Have more guest lectures, or watch a classic talk video together.

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Communication

- Slack (questions, discussions)
- Github/ Google Drive (distribution of materials)