Day 1 Highlights

1. Course overview
   1. First programming course for CompSci and CompEng majors
   2. Use C programming language (all languages are the same)
2. Understanding the course components (describe each)
   1. Lectures
   2. Blackboard – all assignments, grades, submissions, extra resources
   3. zyBooks exercises (textbook with interactive exercises)
   4. Labs (practice)
   5. Quizzes (competency testing – **individual** – programming details)
   6. Exams (competency testing – **individual** – apply programming)
   7. Projects (competency testing – **individual** – apply programming)
   8. Piazza (in case you don’t understand something about the course)
3. Programming
   1. Sequence/Selection/Iteration
   2. Ways to organize as things scale (arrays/objects/functions)
4. Solving a problem by programming (edit/compile/run cycle)
   1. Before you can code – need to know how to solve problem. Sample – how many packages of Twizzlers to go one mile
   2. Create a source file (created with vim, ends in .c )
   3. Use compiler to build executable from this source code
   4. Run program (if it works – great, if not – edit and compile)
5. Homework/reminders
   1. Install C compiler (details on Blackboard-Page 2 of the Basics)
   2. Buy textbook from zyBooks, and start working on the first exercise (Ch1-2)
   3. Register with Piazza
   4. Check out Blackboard
   5. Bring your laptop to class (starting Friday)
   6. Lab Zero next week – how to complete and submit a programming assignment)