CS 241 Data Organization

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University of New Mexico

Fall 2014

Contact Info

Instructor: Brooke Chenoweth

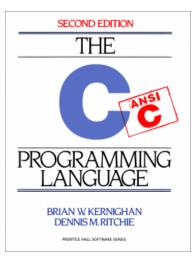
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Textbook



Kernighan, Brian W. & Ritchie, Dennis M. The C Programming Language, 2nd ed., ISBN: 0-13-110362-8

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Developing mastery of these fundamental concepts is one of the goals of CS-241.

Students in CS-241 author many C programs:

- Lab assignments will be short and simple.
- Projects are more interesting and touch on a wide range of computer applications which have included
 - encryption
 - numerical analysis
 - databases
 - scientific visualization
 - · artificial intelligence
 - genetic algorithms
 - games

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- Without a computer, determine the output of C language source code involving triply nested loops, conditional control flow, function calls, pointers, arrays, arithmetic, logical and bit operators, structures and memory allocation.
- 3. Use a Linux command-line environment to manipulate files, and directories, and to edit, compile, run and debug C programs.
- 4. Implement, in C, any given algorithm with a complexity level equivalent to that of quicksort or a doubly linked list with accuracy, efficiency and clarity.



Schedule — Lectures (required)

- 12:30 pm 1:45 pm
- TR
- Mitchell Hall 202

Schedule — Labs (also required)

Lab	Time	Day	Location
1	9:00 am - 9:50 am	F	Centennial Eng Center B146A
2	2:00 pm - 2:50 pm	R	Centennial Eng Center B146A

You may attend a different section, but please obtain permission from the TA.

Office Hours

- Office Hours: Monday 1:30-3:30 and Wednesday 1:30-2:30
- You may attend regular office hours without an advance appointment. If you want to meet at another time, make an appointment by email or in person.
- TAs have office hours, too! (Check course website)
- Feel free to ask any of the TAs for help.

Grading

- 60% Programming Assignments
- 30% Exams (midterm and final)
- 10% Lecture, quizzes, and participation

Assignments and Projects

- Assignments must be in UNM Learn to receive credit.
- Late assignments will not be accepted.
- Don't wait until the last minute to submit.

UNM Learn

- http://learn.unm.edu
- Assignment submissions
- Discussion forum
- Surveys and quizzes
 - Welcome quiz/survey is there now!

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- It is considered cheating to leave your code (paper or electronic copies) where others can find it. You responsible for the security of your intellectual property.

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- Understand your code!

Computer Access

- Need to work on a CS Linux machine.
- Get a CS account (in addition to your UNM account)
 - Go to FEC 307 and talk to George (bring your LoboCard)

```
Monday 8AM to 11AM
Tuesday 10:30AM to 5PM
Wednesday 8AM to 11AM
Thursday 10:30AM to 5PM
```

- Use Putty (or some other SSH) to connect:
 - moons.cs.unm.edu
 - trucks.cs.unm.edu
- With a CS computer account you can access
 *.cs.unm.edu and use the CS Linux lab on the third floor of FEC.

Summary

- Go to class and labs
- Keep up with the websites
- Expect some sort of work each week
- Be proactive!
- Form study groups
- Ask questions
- The TAs are there to help you

To do

- Visit course website
 - Slides will be posted after the lecture.
- Visit UNM Learn site
 - Take Welcome Quiz by Friday
 - Visit discussion forum
- Get a CS account before lab.

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- A person can be fluent in a language without knowing the vast majority of its proper nouns.
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- Like natural languages, programming languages have punctuation and syntax rules (e.g. In C, every statement is ended with a semicolon).
 Programming languages, however, have fewer rules than natural languages.



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- However, programming languages are primarily used to express complex branchings of conditional logic that far surpass common uses of natural languages.
- Logic skills have strong carryover from one programming language to another.

Why use C?

- C and C++ are used widely in industry.
- Compact language, and does not change (unlike Java and C++)
- C influenced many later languages.
- Used in many higher level courses like:
 - Networking,
 - Operating Systems,
 - Compilers,
 - Machine Language
- C is "close to the machine", yet portable.

Hello, World!

```
#include <stdio.h>
int main(void)
{
   printf("Hello, World!\n");
   return 0;
}
```