

HIGH-LEVEL PROGRAMMING I

Introduction to HLP1

by Prasanna Ghali

High-Level Programming 1

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- *Assumed Knowledge*
- *Objectives*
- *Teaching Rationale*
- *Teaching Strategies*
- *Learning Strategies*
- *Help*

Assumed Knowledge

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☐ None

Objectives

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- Teach fundamental programming concepts and methodologies using C programming language
 - ▣ Give you exposure to computational thinking
 - ▣ Get you to think harder and deeper about what is happening in your machine
 - ▣ Get you to be disciplined and detail oriented
- Ultimately, pave the way for you to become a polyglot

Teaching Strategies

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- Lectures
- Labs/Tutorials [20%]
- Quizzes and Exercises [15%]
- Programming Assignments [15%]
- Midterm and Final Assessments [50%]

Teaching Strategies: Lectures

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- Introduce theoretical concepts
- Almost always accompanied by live coding demonstrations and examples of theory
- After lecture, you must read associated material in textbook and program before attending next lecture!!!
- Attendance is mandatory

Teaching Strategies: Labs/Tutorials

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- Clarify material covered in lectures
- We'll focus on most critical concepts covered that week and implement program(s) that exercise these concepts
- Pair programming is encouraged
- Attendance is mandatory
- Respect submission deadlines!!!

Teaching Strategies: Quizzes

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- Provide a venue to better understand theory covered in lectures
- Involves reading specified text book material and answering questions that test your comprehension
- Could be in-class or take home
- Submission is mandatory – no submission equivalent to zero grade

Teaching Strategies: Programming Assignments

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- Provide venue to improve problem solving skills
- Consist of structured programming exercises with little hand-holding
- Submission is mandatory
- Respect submission deadlines!!!

Teaching Strategies: Midterm & Final Tests

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- Aim is for you and us to know how much you know
- Involves all material covered in lectures, labs, quizzes, and assignments
- Involves reading code, analyzing code, writing code, debugging code, ...
- Attendance is mandatory

Online Only

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- All assessments are online only!!!

Learning Strategies

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- ❑ Be an active and motivated learner
- ❑ Come prepared to every lecture and lab
- ❑ Take pride in your submissions!!!
- ❑ Get your hands dirty by programming!!!
- ❑ Expand your horizons by reading the text book
- ❑ Get help – we're here to help you succeed

Getting Help

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- If you've specific questions about HLP1 material:
 - ▣ Post questions to Teams channel
 - ▣ Use instructors consultation hours on Teams
 - ▣ Use Academic Support Center
- Questions involving your grades and other private matters should be directed to your instructor
 - ▣ Emails must always have CSD1 121 in Subject field

Are You Helping Yourself?

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- We're here to help, but what have you done to help yourself?
 - ▣ Your problem solving skills will determine your future career's trajectory
 - ▣ You can learn this skill by analyzing and debugging your problem extensively before asking for help
 - ▣ Asking for help at first sign of something not working is similar to spoon feeding!!!

Academic Integrity

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- ❑ You've to submit original work
 - ❑ Discussing solutions is encouraged
 - ❑ Pair programming is encouraged during labs
 - ❑ Having study groups is encouraged
- ❑ Don't take solutions
- ❑ Don't provide solutions
- ❑ Read academic integrity policy on course web page