Programming Introduction

Nice to meet you

- High Performance Computing
- Parallelism
- System administration
- Software development

Course Syllabus

- On Lea
- Half theory + half practice
- What’s learned in class covers how to achieve projects
- 2 exams, 2 projects

What about you?

- Your name?
- Why are you learning programming?
- How will it be useful to you?

Goals of this class

- Learn to automate tasks
- Learn to collaborate and make a program evolve
- Translate needs into program requirements

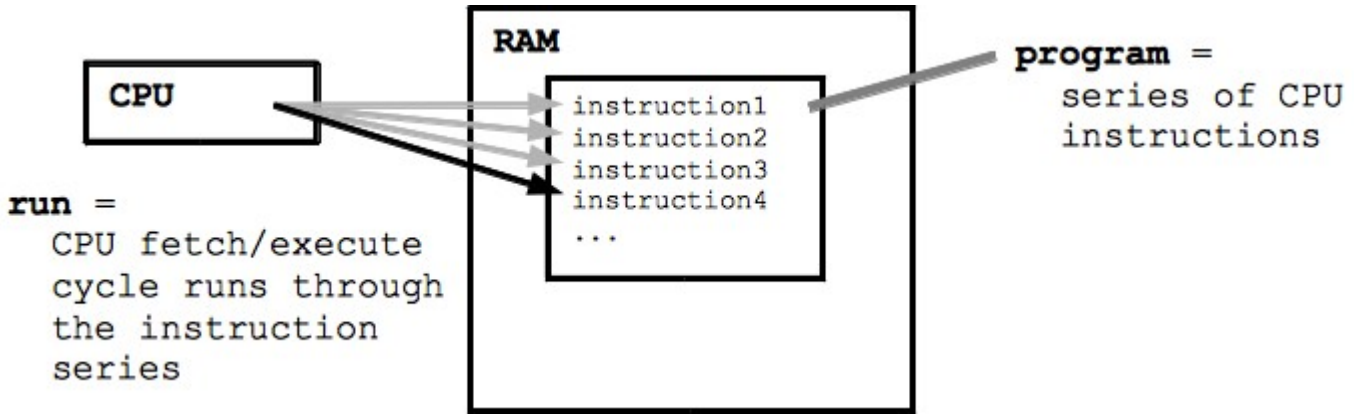
What you won’t be learning

- Computer architecture
- Operating system and how memory / cpus are managed
- Software engineering
- System administration (maybe..)

Ecosystem

- How does a program work?

Programming = Writing instructions



web.stanford.edu

Python

- Interpreted language, no typing

Good	Bad
I/O bound	CPU bound
Coordinating	Games
Simple	Front-end (web pages)
Flexible	Performance
Very well adopted	
Science	

Let’s get started

- Setting the environment
- Create a program

Setting up Git

- Github.com (create an account)