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## Lectures

The Fall 2023 incarnation of Programming 1 has two lecture-like things. One is an introduction to the course, and the other is an end-of-course event. See below for the details.

Date	Time	Location	Description	Materials
Mon Sep 4th, 2023	14–16	Hall T1, Computer Science building, Konemiehentie 2, Espoo (NOTE: If you know Finnish, come instead to Hall A in the Undergraduate Centre, Otakaari 1; same time.)	An introduction to the course and some first-week topics.	<a href="#">PPTX PDF</a>
Fri Dec 8th, 2023	15–17	Hall T1, Computer Science building, Konemiehentie 2, Espoo	An end-of-course event. We'll take a look at what you the students have achieved, reflect on what has been learned and what hasn't, and point up some follow-on courses.	Materials will be published as Chapter <a href="#">13.0</a> .

### Feedback

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### Credits

Thousands of students have given feedback and so contributed to this ebook's design. Thank you!

The ebook's chapters, programming assignments, and weekly bulletins have been written in Finnish and translated into English by [Juha Sorva](#).

The appendices ([glossary](#), [Scala reference](#), [FAQ](#), etc.) are by Juha Sorva unless otherwise specified on the page.

The automatic assessment of the assignments has been developed by: (in alphabetical order) Riku Autio, Nikolas Drosdek, Kaisa Ek, Joonatan Honkamaa, Antti Immonen, Jaakko Kantojärvi, Niklas Kröger, Kalle Laitinen, Teemu Lehtinen, Mikael Lenander, Ilona Ma, Jaakko Nakaza, Strasdosky Otewa, Timi Seppälä, Teemu Sirkiä, Anna Valdeoriola Cardó, and Aleksí Vartiainen.

The illustrations at the top of each chapter, and the similar drawings elsewhere in the ebook, are the work of Christina Lassheikki.

The animations that detail the execution Scala programs have been designed by Juha Sorva and Teemu Sirkiä. Teemu Sirkiä and Riku Autio did the technical implementation, relying on Teemu's [Jsvee](#) and [Kelmú](#) toolkits.

The other diagrams and interactive presentations in the ebook are by Juha Sorva.

The [O1Library](#) software has been developed by Aleksí Lukkarinen and Juha Sorva. Several of its key components are built upon Aleksí's [SMCL](#) library.

The pedagogy of using O1Library for simple graphical programming (such as `Pic`) is inspired by the textbooks *How to Design Programs* by Flatt, Felleisen, Findler, and Krishnamurthi and *Picturing Programs* by Stephen Bloch.

The course platform A+ was originally created at Aalto's [LeTech](#) research group as a student project. The open-source [project](#) is now shepherded by the Computer Science department's [edu-tech team](#) and hosted by the department's [IT services](#). Markku Riekkinen is the current lead developer; [dozens of Aalto students and others](#) have also contributed.

The [A+ Courses](#) plugin, which supports A+ and O1 in IntelliJ IDEA, is another open-source [project](#). It has been designed and implemented by [various students](#) in collaboration with O1's teachers.

For O1's current teaching staff, please see Chapter [1.1](#).

Additional credits appear at the ends of some chapters.