Introduction to Computer Science for Engineers

Winter 2022/23

Who we are and how to contact us

Christian Braune

Mail: christian.braune@ovgu.de

Room: G29-208

Telephone: +49 391 67 52506

Telegram: t.me/cbraune

Discord: Teradil#0505

Thomas Wilde

Mail: thomas@isg.cs.ovgu.de

Room: G29-209

Telephone: +49 391 67-57463

Discord: Tom#4763

Other Lectures

- Lectures

	Summer	Winter
Bachelor	• *Programming Paradigms* • *Algorithms and Data Structures (E)*	• *Introduction to Computer Science (E)*
Master	• *Introduction to Software Engineering for Engineers*	• ***Introduction to Computer Science for Engineers***

During the Lecture…

- Interactive Voting Tool „Poll Everywhere“
- You can use your mobile phone or laptop
  - Either in a browser or download the app

https://pollev.com/christianbraune537

- 6 CP (180h workload) (DE students)
  - 10-12 lectures
  - 10-12 exercises (mandatory!)
- 10 CP (300h workload) (ORBA only!)
  - Same amount of lectures/exercises
- 5 CP (150h workload) (SEM only!)
  - Same amount of lectures/exercises
- Lecture Time
  - Thursday, 8:15 – 10:45
- E-Learning System
  - Lecture and Exercise Registration **solely** via

https://icse.cs.ovgu.de/

- Exercises
  - Upon sign up you have to choose an exercise group
  - You can only present your solutions during that time slot
- Tutors: Christian & Thomas
- How do exercises work?
  - Prepare/Solve tasks at home
  - Submit solutions and present during your exercise

Exercise Tasks I

- Exercise sheets are published each Monday*
  - Start: Monday 8:00
  - End: Sunday 23:00 (+15 minutes)
- First exercise sheet has already been published and is due this Sunday
  - Exercise 0 – don‘t worry. It‘s only to get acquainted with the elearning systems.
- First (real) exercise sheet will be published on Monday, October 17th

* conditions apply

Exercise Tasks II

- Your solutions do not have to be perfectly correct but should rather show that you worked on the given task with a constructive and productive approach
- With submitting a solution you also declare that you are able and willing to present and explain your solution in front of your exercise class
- If you fail to present your solution, it will not count as submitted
  - Possible reasons for failing to present a solution are (not limited to) e.g. absence from or being late to an exercise, failure oder unwillingness to present or discuss your solution
- Plagiarism is prohibited!

Exercise Tasks III

- Plagiarism is prohibited!

- What counts as plagiarism? E.g.:
  - Submitting exactly the same solution as someone else
  - Submitting solutions copied from web resources (e.g. stack overflow, geeksforgeeks, etc.)
  - Taking someone else's solution, renaming some parts of the code, changing its order, etc.
  - ...

  ➢ **Basically everything where your did not solve the task yourself or handed in someone else's intelectual property (even if they agreed to that)!**

Exam Admission

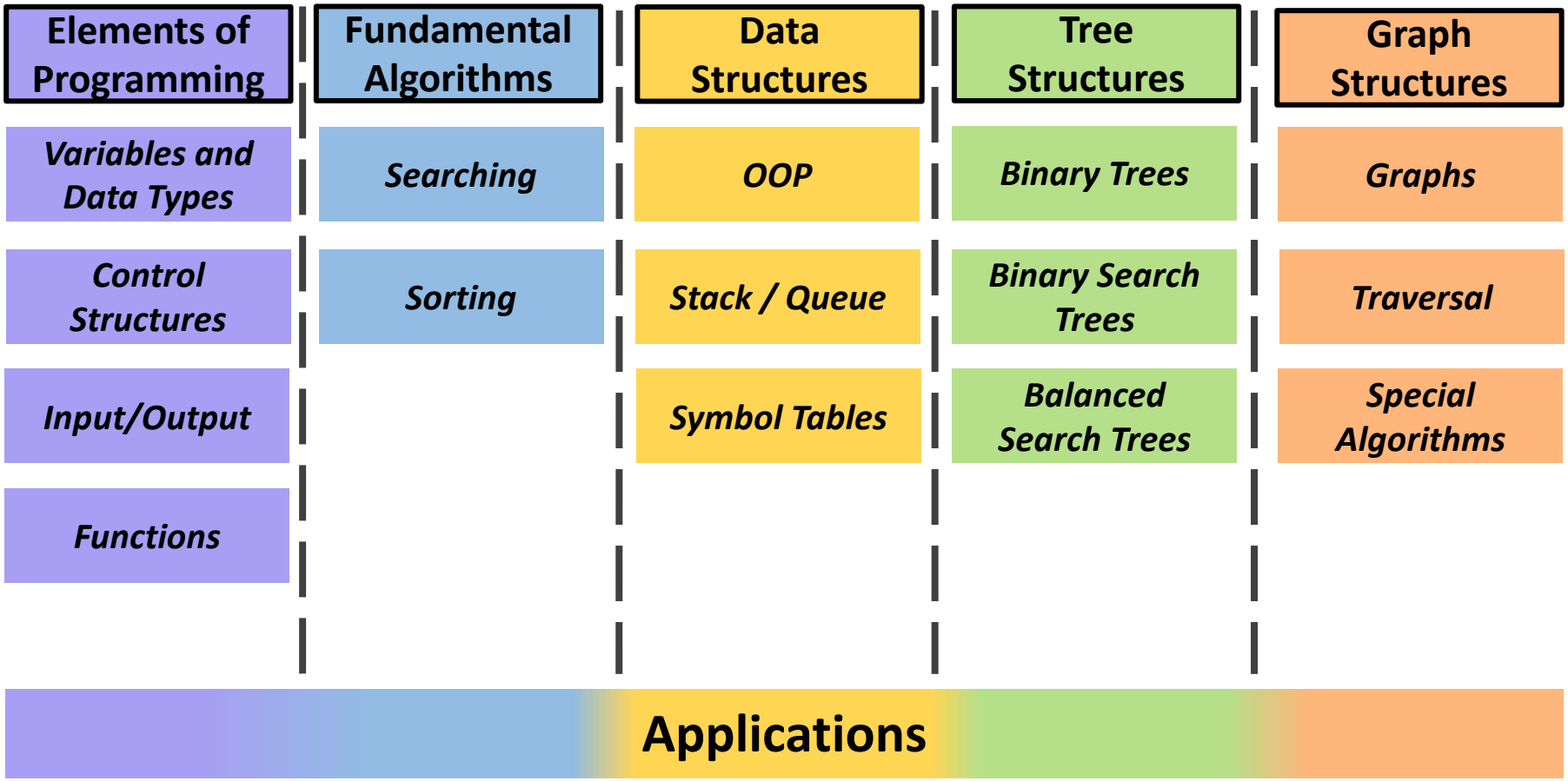
- Course concluded with a 120min written exam
- To be admitted to the exam you have to
  1. (successfully) submit **at least two thirds** of the exercise tasks
  2. Present **at least twice** during the exercises
- Old exam admissions are still valid,

BUT: This year we start with a different programming language!

What do I need to get started?

- Python Interpreter
  - Download from here: https://www.python.org/downloads/
  - We will use version 3.10 on our server, any version 3.10.X should be fine
- A text editor
  - You either have to submit source code or markdown files
  - Both a basically pure text file. Any text editor will suffice
- Want a better text editor for source code and markdown?
  - Use either Visual Studio Code or PyCharm
  - Both a free of charge of OvGU students

Inhalte der Vorlesung



Schedule

week	Lecture	Published Exercise	Exercise Presentation
41	Orga + Elements I	sh.0	
42	Elements II	sh.1	sh.0
43	Algorithms I	sh.2	sh.1
44	Algorithms II	sh.3	sh.2
45	Algorithms III	sh.4	sh.3
46	Data Structures I	sh.5	sh.4
47	Data Structures II	sh.6	sh.5
48	Trees I	sh.7	sh.6
49	Trees II	sh.8	sh.7
50	Graphs I	sh.9	sh.8
2	Graphs II	sh.10	sh.9
3	OOP	sh.11	sh.10
4	Advanced Techniques	sh.12	sh.11
54			sh.12

➔ Schedule subject to change!