Welcome to COGS 18: Introduction to Python

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COGS 18

Reminder: This (and all lectures) in COGS 18 are being recorded.





TAs

IAs

Shivani

Elton Hinn Andrew

Note: CodingLabs & Prof Ellis OH begin Week 1; all other OH begin Week 2

Zoom links/passwords are on Canvas homepage.

Let's chat: Teaching & Learning Programming

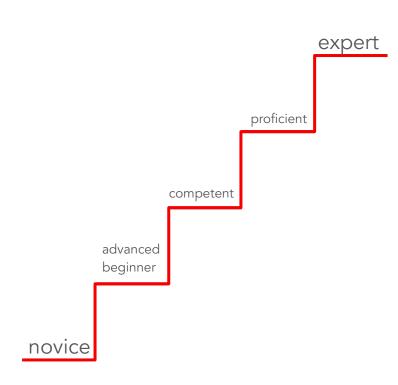
Intro Programming courses are often thought of as difficult and are courses with the highest dropout rates



....yet, the only thing that is slightly predictive of success in an intro programming course is...how successful the student thinks they will be

Things that do NOT predict success:

- gender
- age
- personality
- math ability



My goal is to have you all be able to program at an introductory level

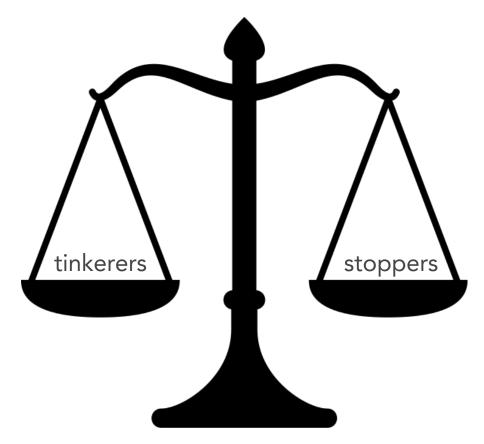
It's generally accepted that it takes people 10 years to move from novice to expert programmer. But, there are lots of steps in between! We're working to move you further away from novice (& in the direction of expert) than you are right now.



Mixed Messages: We tell people learning to program will be tough and frustrating but that if you're not having fun, you're doing it wrong.



Building Blocks: Too often, we also tell people to "just try things out" without explaining basic concepts. Other courses aren't taught this way...



Be a mover: Make forward progress. Strike a balance between just stopping and tinkering forever.

If you're not moving forward, consider the 2-hour rule.

If you're trying to figure something out and struggling to move forward at all, consider the 2-hour rule. If you're stuck, work on the problem for an hour. If you're still stuck, walk away & take a 30 min break. Then, try again for another 30 minutes or so. If you're still completely stuck, stop and contact us (come to office hours, post on Campuswire). If you're not even sure what your question is, include what information that you do have have - what you're stuck on, what you've tried, error messages you've received, etc.

Why Python?

simple(r) syntax

widely-used

Jupyter Notebooks

"It's not the best language for anything, but it's the second best for everything" -Brad Voytek



COGS 18: How this course is going to work

To avoid the common pitfalls of intro programming courses, we're going to take the following approach:

- 1. First 2/3 of course: basic concepts
- 2. In-class practice (no stakes)
 - a. Zoom polls for comprehension
 - b. time to apply what was just explained
- 3. Coding Labs (low stakes)
 - a. Notebooks provided
 - b. Staff/classmates there to help
 - c. Checked for effort, not correctness
- 4. Assignments (mid stakes)
 - a. Completed individually (can work together)
 - b. Programmatically graded
- 5. Midterms (high stakes)
 - a. Completed totally individually

COGS 18: How You'll Be Evaluated

	% of Grade	Requirement
Coding Labs	16%	Participate In 8 Coding Labs
Assignments	40%	Complete 5 assignments
Midterms	25%	2 midterms (1h)
Final	19%	Complete final project or final exam

CodingLabs: apply concepts discussed in lecture using coding labs (16%). Practice makes progress. Attempt for full credit (2% each)

- Have to make a concerted effort to complete labs
- Coding Labs will be submitted on datahub
- Answers will be sent out the following week
- Can work with others

You should attend the section to which you're assigned. You can attend a different section. However, if one section becomes too crowded each week, we'll revisit this policy.

There will be a single zoom link for all coding labs, regardless of time. Coding Labs start Wed.

(5) Assignments (40%): Jupyter notebooks that are completed individually & graded programmatically.

Assignments always be due Mon @ 11:59PM.

Assignment	Week	Median Time Spent (hours)
A1	wk3	2
A2	wk4	4
A3	wk7	4
A4	wk8	5
A5	wk9	5

Assignment Submission @ Datahub: https://datahub.ucsd.edu

DATA SCIENCE / MACHINE LEARNING PLATFORM

UC San Diego

Information Technology Services - Educational Technology Services Help Options
Log In

Registered Users
usemame@ucsd.edu

UC San Diego Jupyterhub (Data Science) Platform

Please don't send me a Canvas message. The UI is the worst and I miss messages and then feel bad.

Order I reply:

- 1. Campuswire
- 2. Email
- 3. Canvas

In technical classes, Campuswire is a particularly helpful resource

There are rules:

- 1. No duplicates.
- 2. Include Assignment & Question in Summary line.
- 3. Posts must include your question, what you've tried so far, and resources used.
- 4. Public posts are best.
- 5. Helping one another is encouraged.
- 6. No assignment code in public posts.
- 7. We're not robots.

Sign up: https://campuswire.com/c/GD823FEDD



(2) Midterms (25%): Exams are open-book/open will be open-book individually.

Google but completed on your own. Each will include a but completed combination of types of questions. There will be a flexible time window when these exams can be taken/submitted.

(1) Final Project or Exam (19%): will be completed individually and submitted electronically on the day of the final.

It will be up to you which you do. The project will help you learn more and has the opportunity for EC and an A+ in the course, but takes longer. The exam takes less time, but the highest grade you can earn in the course is an A. You do not have to show up anywhere on the day of the actual final.

All exam and due dates are all listed on the course syllabus and are in Canvas

COURSE SCHEDULE

Date	Week	Lecture	Day	Topic	Assignment (11:59 PM)	CodingLab (11:59 PM)
3/29	1	1	М	Introduction		
3/31	1	2	w	Tooling & Integrity		CL1: Tooling & Integrity
4/2	1	3	F	Variables		
4/5	2	4	М	Operators		
4/7	2	5	w	Conditionals		CL2: Programming I
4/9	2	6	F	Debugging		
4/12	3	7	М	Collections	A1: Getting-Started	
4/14	3	8	w	Loops		CL3: Programming II
4/16	3	9	F	Dictionaries [*]		
4/19	4	-	М		A2: Ciphers	
4/21	4	-	w	Review		CL4: Loops
4/23	4		F	Midterm I		
4/26	5	10	М	Functions I		
4/28	5	11	w	Algorithms		CL5: Functions
4/30	5	12	F	Functions II		
5/3	6	13	М	Classes I		
5/5	6	13	w	Classes II [**]		CL6: Classes
5/7	6	-	F	Review		



Your point of contact for COGS 18 will be the course website: https://cogs18.github.io

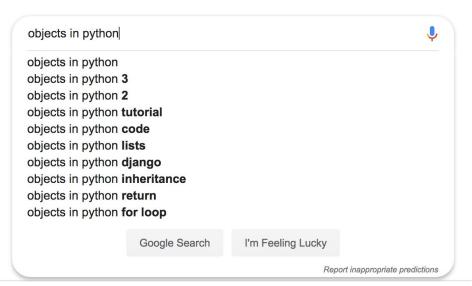
Course Website	https://cogs18.github.io	syllabus, Coding Lab Answers (& lecture notes)	
Campuswire	https://campuswire.com/p/GD823FEDD (course code on canvas)	questions, discussion, regrades	
Canvas	https://canvas.ucsd.edu/courses/25024	grades, lecture videos, zoom links	
Datahub	https://datahub.ucsd.edu/	coding labs, assignments, exams, (& lecture notes)	
Lecture Slides	<u>Link also on Canvas</u>	Syncing to get most recent lecture slides	
Daily Lecture Survey	<u>Link also on Canvas</u>	Daily feedback after lecture (extra credit toward final exam/project)	
Anonymous Feedback	<u>Submit via Google Form</u>	if I ever offend you, use an example you hate, or to provide general feedback	

Any questions about course logistics?

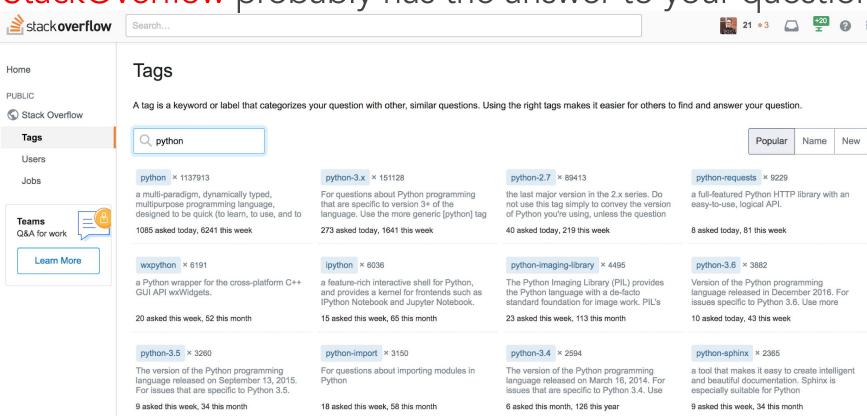
Where to turn for help and practice when learning to program?

Including "in python" in your Google search can be magic



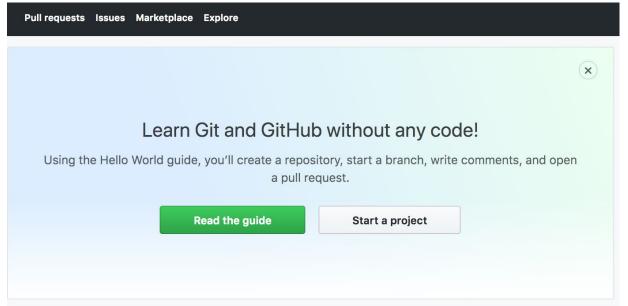


StackOverflow probably has the answer to your question



GitHub: programmers' social media platform

Code is shared on GitHub. In the beginning, it may be intimidating, but I encourage you to familiarize yourself with the platform and share code you write on GitHub.



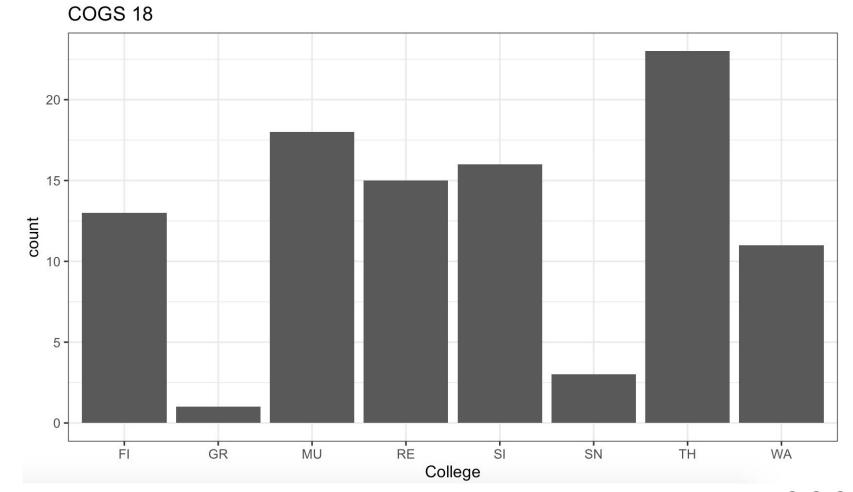
There are also COGS18-specific avenues when looking for help

Questions in CodingLabs, coming to office hours, talking to your classmates, or reaching out for help on Campuswire are all options for you. You're encouraged to help one another on Campuswire!

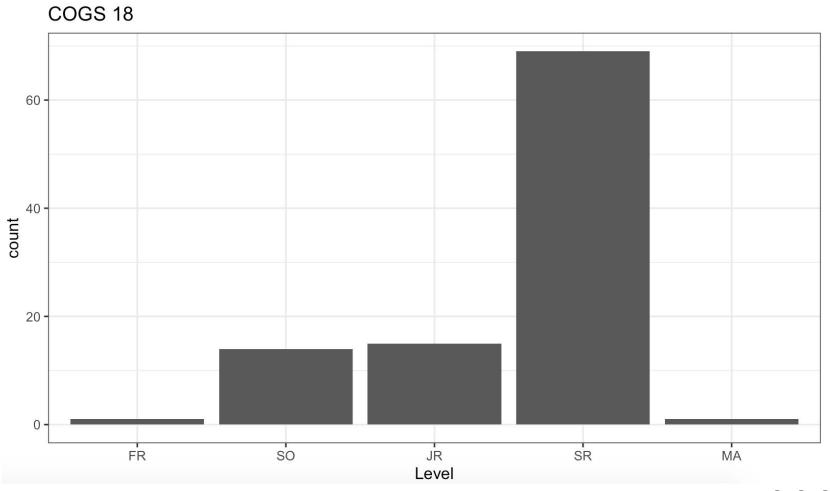


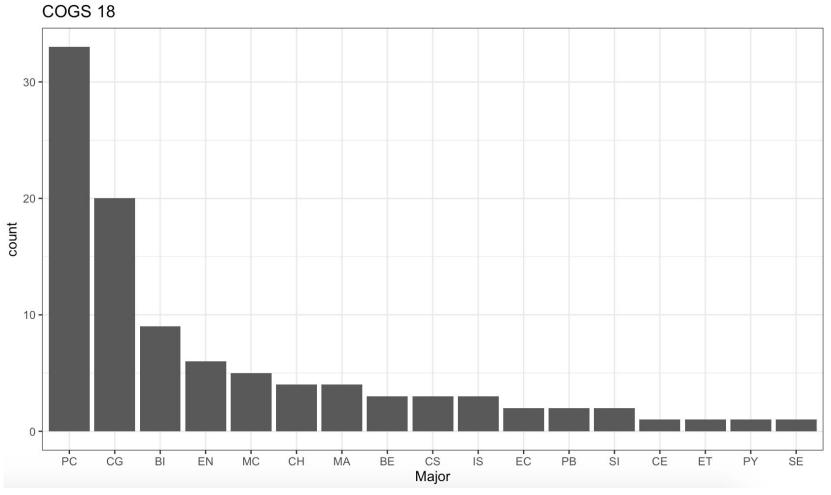
Today I used a PDF slideshow, but every other day of class, lecture notes will be presented in a <u>Jupyter notebook</u>















I'm excited to have you all in COGS 18 this quarter & I'd love to learn more about you:

http://bit.ly/cogs18_survey_sp21

...and reminder for daily lecture survey