



CS1101S

STUDIO SESSION

SELF INTRO :)

Name

JC / Poly

CS Background

Fun Fact


STUDIO TELEGRAM GROUP CHAT


For everyone in the studio group.


Please refrain from sharing, thanks :)


CANVAS


For class materials



Account



Dashboard



Courses



Groups



Calendar


Inbox


Studio


Learning Analytics


Help



CS1101S

[2510] 2025/2026 Semester 1

[Home](#)
[Announcements](#)
[Modules](#)
[Syllabus](#)
[Pages](#)
[Ed Discussion](#)
[Files](#)
[Zoom](#)
[Videos/Panopto](#)
[Assignments](#)
[People](#)
[NUS Tools](#)
[Student Feedback](#)
[Item Banks](#)

6d View as Student

Switch to Old Files Page

All my files


Search files







Search

Enter at least 2 characters to search

CS1101S Programming Methodology [2510]

0 selected



<input type="checkbox"/>	Name ▲	Created ↕	Last Modified ↕	Modified by ↕	Size ↕	Status	Actions
<input type="checkbox"/>	 Assessments	8 Aug 2023	8 Aug 2025		--		
<input type="checkbox"/>	 Contests	15 Sep 2023	8 Aug 2025		--		
<input type="checkbox"/>	 course_image	18 Aug 2023	16 Jul 2025		--		

ED FORUM

For class discussions

The screenshot displays the Ed Forum interface for CS1101S. The browser address bar shows the URL: `edstem.org/us/courses/81568/discussion/6858743`. The forum header includes the "ed" logo, the course name "CS1101S - Ed Discussion", and navigation icons for chat, home, notifications, and a user profile. A "New Thread" button is located in the top right of the sidebar.

Left Sidebar (Thread List):

- Syntax Error: Unexpected token** (checked) - SICP JS - Chapter 1: Building Abstr... - TAY PENGZ... - 2d - 1
- Clashing Reflection** (checked) - Reflections, Studios - Unit 1: Func... - KAMEYAMA... - 2d - 1
- Unit 1: Functions** - Lectures, Paths - Unit 1: Funct... - Anonymo... - 2d - 1 - 1
- "The parameter declaration is missing" i...** (checked) - Lectures, Paths - Unit 1: Functions - Anonymous - 2d - 6
- Questions about Lectures and Paths** - Lectures, Paths - Unit 1: Fu... - Martin H... - ACADEMIC - 2d - 3
- Welcome to the CS1101S Discussion** - Admin - Martin Henz - ACADEMIC - 2d - 5 - 17

Main Content Area:

Welcome to the CS1101S Discussion #1

Martin Henz ACADEMIC
2 days ago in Admin

17

Welcome to the CS1101S Discussion. Feel free to ask anything about the course here. Also feel free to answer other student's questions here as well as you can. Don't be afraid to speak up by asking or answering: The CS1101S team will make sure that we clarify everything and give constructive feedback.

The CS1101S community is very friendly and open, so please don't hesitate to contribute to the CS1101S Discussion.

Martin, on behalf of the CS1101S team

Comment Edit Delete Endorse ...

Sort by Newest ▾

Add comment

ANG YONG EN 2d
(moved to Random)
1 Reply Edit Delete ...

ANG YONG EN 2d
(moved to Random)

HONOR CODES

Essentially, Do The Practices For Your Own Learning

ACADEMIC DISHONESTY

The University and our course takes a strict view of cheating in any form.

- Any student who is found to have engaged in such misconduct will be subjected to disciplinary action by the University.
- Plagiarism. The practice of taking someone else's work or ideas and passing them off as one's own (e.g. copying from your classmates, seniors, books and/or online resources).

USE OF AI

When can and cannot use AI

REFLECTION

Preparation: Highly Encouraged

Try to explain your solution without looking at notes

STUDIO

Preparation: Highly Discouraged

During: Prohibited

Try to DIY an answer by yourself. Apply what you have learned, and identify what you do not know

MISSION & QUEST

During: Highly Discouraged

Learn to debug your codes. If you use AI, include a link in your code as a comment

MASTERY CHECKS

Preparation: Highly Encouraged

During: Prohibited

Ensure that you understand the topic well ahead of exams :)

STUDIO EXPECTATIONS

Minimumly try first ah...., if not be good enough to think on the spot for the answers. I'm here to be humbled. :)

But if you have any difficulty, note down what you struggled with, then in class figure out where the issue lie in. = productive studio :)

Have fun and we fast game settle :D

LECTURE SUMMARY

Primitive Expressions

Operator Combinations

Evaluating Combinations

Naming Abstraction

Functional Abstraction

Predicates and Conditional Expressions

PRIMITIVE EXPRESSIONS

Primitives (Numerals): 0, -42, 486

Combination: 486;

Means of Abstraction

OPERATOR COMBINATIONS

Operators: + - / *

Operands: Primitives

Combinations: 1 + 2

EVALUATING COMBINATIONS

Follows PERMDAS, Left to Right

$$(1 + 3 * 6) * (4 / 2)$$

$$= (1 + 18) * 2$$

$$= 19 * 2$$

$$= 38$$

MEANS OF ABSTRACTION

Naming

```
1  const x = 1;  
2  x * 2;
```


MEANS OF ABSTRACTION

Compound Functions

```
1 function square(x) {  
2   return x * x;  
3 }  
4 square(12);|
```

PREDICATES AND CONDITIONAL EXPRESSIONS

In the form: *predicate ? consequent-expr : alternate-expr*

```
1 function absolute(x) {  
2     return x >= 0 ? x : -x;  
3 }  
4 absolute(-3);|
```

$X \% Y$

Gets Remainder of X divide Y; Follows sign of X

X % Y

EXAMPLES

```
1 // Type your program in here!  
2 display(17 % 5);  
3 display(17 % -5);  
4 display(-17 % 5);  
5 display(-17 % -5);|
```

X % Y

EXAMPLES

```
1 // Type your program in here!  
2 display(17 % 5);  
3 display(17 % -5);  
4 display(-17 % 5);  
5 display(-17 % -5);
```

```
2  
2  
-2  
-2  
-2
```

PRE-DECLARED FUNCTIONS

Math Pre-declared
Functions:

`math_floor(x)`: $\lfloor 3.7 \rfloor = 3$

`math_ceil(x)`: $\lceil 3.14 \rceil = 4$

`math_abs(x)`: $|-1| = 1$

`math_sqrt(x)`: $\sqrt{9} = 3$

PRE-DECLARED FUNCTIONS

```
1 display(math_floor(3.7));  
2 display(math_ceil(3.14));  
3 display(math_abs(-1));  
4 display(math_sqrt(9));
```

```
3  
4  
1  
3  
3
```

math_floor(x)

Test Your Understanding

```
1 display(math_floor(-1.5));|
```

math_floor(x)

Test Your Understanding Solution

```
1 display(math_floor(-1.5));
```

-2
-2

</> Eval ⊖ Clear

STUDIO SHEET 2

Now's your turn!