

## Lecture II - First Steps in Julia

### Applied Optimization with Julia

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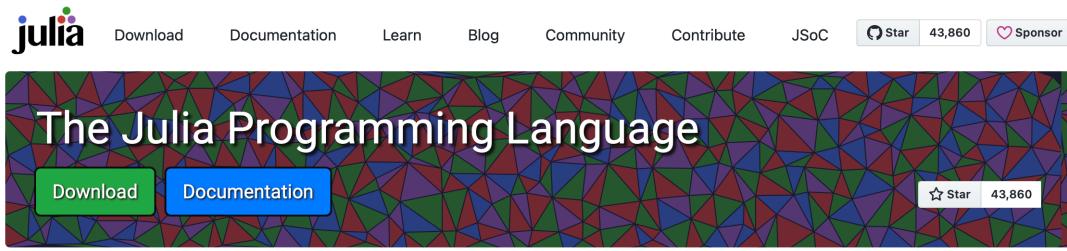
#### Quick Recap on the Technical Setup

Download and Install Julia



To prepare for the upcoming lectures, we start by installing the Julia Programming Language and an Integrated Development Environment (IDE) to work with Julia.

## Installing Julia



### Fast

Julia was designed for [high performance](#). Julia programs automatically compile to efficient native code via LLVM, and support [multiple platforms](#).

### Dynamic

Julia is [dynamically typed](#), feels like a scripting language, and has good support for [interactive use](#), but can also optionally be separately compiled.

### Reproducible

[Reproducible environments](#) make it possible to recreate the same Julia environment every time, across platforms, with [pre-built binaries](#).

### Composable

Julia uses [multiple dispatch](#) as a paradigm, making it easy to express many object-oriented and [functional](#) programming patterns. The talk on the [Unreasonable Effectiveness of Multiple Dispatch](#) explains why it works so well.

### General

Julia provides [asynchronous I/O](#), [metaprogramming](#), [debugging](#), [logging](#), [profiling](#), a [package manager](#), and more. One can build entire [Applications](#) and [Microservices](#) in Julia.

### Open source

Julia is an open source project with over 1,000 contributors. It is made available under the [MIT license](#). The [source code](#) is available on GitHub.

- Head to [julialang.org](https://julialang.org) and follow the instructions.

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### 💡 Tip

If you are ever asked to add something to your “PATH”, do so!

## VS Code



- Next, we are going to install VS Code
- Alternatively, you can install VS Codium
- It is essentially VS Code but without any tracking by MS

### Installing VS Code

- Head to the website [code.visualstudio.com](https://code.visualstudio.com)
- OR to the website [vscode.com](https://vscode.com)
- Download and install the latest release

### Verify the Installation

- Start the IDE and take a look around
- Search for the field “Extensions” on the left sidebar
- Click it and search for “Julia”
- Download and install “Julia (Julia Language Support)”

## Create a new file

- Create a new file with a “.jl” ending
- Save it somewhere on your computer
- e.g., in a folder that you will use in the course

```
print("Hello World!")
```

```
Hello World!
```

- Run the file by clicking “run” in the upper right corner
- OR by pressing “Control+Enter” or “STRG+Enter”

## Everything working?

- If the terminal opens with a `Hello World!` → perfect!
- If not, it is likely that the IDE cannot find the path to Julia
- Try to determine the path and save it to VS Code
- After saving it, try to run the file again



Don't worry if it is not running right away. We will fix this together!

## Learning Julia

### Julia as a Programming Language

- Following three lectures are dedicated to learning the basics
- Start with the very basics and gradually move on
- Focus in the first two lectures on the programming language
- Third lecture dedicated to Mathematical Optimization

## Working with VS Code and Julia

### Notebooks in VS Code

- The easiest way is by using VS Code
- For the detailed instructions, just open the first tutorial.
- It explains step-by-step how to use `.jl` or `.ipynb` files as notebook

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If you use `.jl` files, you can also put them under version control with Git, as you will see later in this lecture.

## Downloading the Notebooks

- You will find the tutorial notebooks next to the tutorial pages
- On each page, you will find a button [Julia](#) on the right
- Click it to download the [.jl](#) file and save it
- If [.jl](#) files do not work for you, you can also click on [Jupyter](#)
- This will download a [.ipynb](#) file which you can use directly as notebook
- I'd really recommend storing the files in a separate directory for this course

## Learning by doing

- The best way to learn a programming language is by doing
- We will therefore solve problems the coming weeks
- The goal is to get you familiar with the language
- You can discuss the problems with your fellow students
- You can hand in your solutions to receive bonus points!

## Working with Git

### What is Git?

- Git is a version control system that tracks changes in your code
- Can be used for collaboration and keeping track of your work
- Allows you to save “snapshots” of your project at different stages
- You can always go back to previous versions if something goes wrong
- No need to create files like [tutorial\\_v1.jl](#) and [tutorial\\_v2.jl](#)

### Installing Git

- Head to [git-scm.com](#) and download Git
- Follow the installation instructions on the website for your OS

#### 💡 Tip

If you have any questions, feel free to ask!

### Git Extension in VS Code

- VS Code has built-in Git support!
- Look for the “Source Control” icon in the left sidebar (looks like a branch)
- For enhanced features, install the [GitGraph extension](#)

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#### 💡 Tip

You don't need to use Git, but once you get used to it it becomes invaluable, especially if you are working with a lot of code!

## Initialize a Repository

- Open your project folder (of our lecture) in VS Code
- Click on “Source Control” in the left sidebar
- Click “Initialize Repository” button
- Your folder is now a Git repository!

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You can also synchronize your repository with GitHub or other hosting services. Then, your code is saved in a remote location, making it accessible from anywhere and allowing collaboration with others.

## Making Your First Commit

- Make changes to your files (e.g., work on a tutorial `.jl` file)
- Go to Source Control panel
- You’ll see your changes listed under “Changes”
- Click the “+” next to files to stage them
- Add a commit message describing your changes
- Click the checkmark  to commit

## Viewing History

- Use the “Git Graph” extension for a visual representation
- Click the “Git Graph” button in the Source Control panel
- See your commit history as a branching diagram

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Start using Git from day one! Even for small projects, it’s a good habit to develop.

## Submission of Assignments

### Submission of Assignments

- You can work in groups of up to three people
- Submit the assignment via OpenOlat
- You will submit your assignment by uploading a notebook
- The assignment is due the day before the next tutorial

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### Tip

Don't forget to save your notebook before uploading it to OpenOlat!

## Grading of Assignments

- Each assignment is worth 0.5 points
- You can get a maximum of 6.0 points from the assignments
- The points will be added to your exam points
- You need to pass the exam first, to receive any bonus points!

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### Note

The assignments are not mandatory, but highly recommended!

## Five Tutorials for this Week

### Topics of the Tutorials

- Variables: Learn how to assign values to variables
- Vectors: Learn how to create and manipulate vectors
- Comparisons: Learn how to compare values
- Loops: Learn how to use loops to repeat code
- Scope: Learn about the scope of variables

### Get started with the tutorials

- Download the first notebook and open it
- Start with the first problem and solve it step by step
- You can find the tutorials here on the website
- You can ask questions anytime!

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### And that's it for this lecture!

The remaining time we will already start working on the first problems.

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## Literature

### Literature

- Lauwens, B., & Downey, A. B. (2019). Think Julia: How to think like a computer scientist (First edition). O'Reilly®. [Link to the free book website](#).
- [Julia Documentation](#)

For more interesting literature to learn more about Julia, take a look at the [literature list](#) of this course.

## Bibliography