

Welcome to CS61B!

- Get an account form and then register electronically with our software using the "Account Administration" link on the class website:

<http://inst.eecs.berkeley.edu/~cs61b>

This is unrelated to TeleBEARS registration.

- After registering, please fill out our background survey.
- If you plan to work from home, try logging in remotely to one of the instructional servers.
- Discussion sections and labs start next week. Go to any sections, labs where you fit.
- We're working on taking care of those on the waiting lists because of full sections, but this won't be resolved before next week.
- We'll be using Piazza for notices, on-line discussions, questions.
- See *General Course Information* on web page for info on grading, lateness, cheating policy, etc.
- Lectures will be be screencast.

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Texts

- There are two readers currently on-line (see the website).
- I will have paper copies at Vick Copy (*not* Copy Central), corner of Hearst and Euclid, when I get a count of those who want one.
- You could do without printed versions, *except* that we don't allow computers in tests (but do allow printed stuff).
- Textbook (for first part of the course only) is *Head First Java*. It's kind of silly, but has the necessary material.

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Course Organization

- You read; we illustrate.
- Labs are important: exercise of programming principles as well as practical dirty details go there. Generally we will give you homework points for doing them.
- Homework is important, but really not graded: use it as you see fit and *turn it in!* You get points for just putting some reasonable effort into it.
- Individual projects are *really* important! Expect to learn a lot. Projects are *not* team efforts (that's for later courses).
- Use of tools *is* part of the course. Programming takes place in a *programming environment*:
 - Handles editing, debugging, compilation, archiving versions.
 - Here, we keep it simple: Emacs + gjdb + make + svn, (documented in one of the readers and on-line). Eclipse is OK, too.
- Tests are challenging: better to stay on top than to cram.
- Tests, 45%; Projects, 45%; HW, 10%
- Stressed? Tell us!

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Programming, not Java

- Here, we learn *programming*, not Java (or Unix, or Windows, or...)
- Programming principles span many languages
 - Look for connections.
 - Syntax ($x+y$ vs. $(+ x y)$) is superficial.
 - E.g., Java, Python, and Scheme have a lot in common.
- Whether you use GUIs, text interfaces, or embedded systems, important ideas are the same.

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For next time

- Please read Chapter 1 of *Head First Java*, plus §1.1-1.9 of the on-line book *A Java Reference*, available on the class website and in the second part of the first reader.
- This is an overview of most of Java's features.
- We'll start looking at examples on Wednesday.
- Always remember the questions that come up when you read something we assign:
 - Who knows? We might have made a mistake.
 - Feel free to ask at the start of lectures, or by email.

Acronyms of Wisdom

DBC

RTFM

Advertisement

- The Berkeley Programming Contest is approaching (September 28).
- We use it as a qualifying trial for the ACM regional contest in November.
- So, if you know any real hotshots (or are one yourself) tell them about this opportunity to show that they have what it takes.