

CS 106A, Lecture 1

Welcome to the course!

required reading:

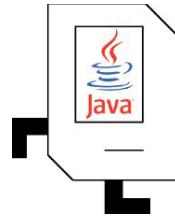
General Information handout

suggested reading:

Karel, Ch. 1-2

Plan For Today

- Introduction
- Course Policies
- Meet Karel the Robot



Plan For Today

- Introduction
- Course Policies
- Meet Karel the Robot

Nice to meet you!



Instructor: *Colin Kincaid*



Head TA: *Annie Hu*

Section Leaders

- Helpful undergraduate assistants who will:
 - run your discussion section each week
 - grade your homework assignments and exams
 - help you when you have questions
 - ... and much more



Nice to meet you!



Alex Mallory



Arjun Sawhney



Avery Wang



Belce Dogru



Diego Hernandez



Garrick Fernandez



Jared Bitz



Jennie Yang



Jesse Doan



Jonathan Gomes
Selman



Matthew Katzman



Meng Zhang

Nice to meet you!



Michelle McGhee✉



Ruiqi Chen✉



Shanon Reckinger✉



Yoni Lerner✉



Allison Tielking✉



Connor Meany✉



Deanna Garcia✉



Greg Ramel✉

What is Computer Science?

- The art of using computing to solve complex problems.
 - Specify *instructions* that computers execute, usually in a *programming language*
- Applicable to art, medicine, linguistics, and more
- Touches many aspects of our daily lives



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ah ahh kuh um eh
nm eh ah err ui
ah err ah err ah

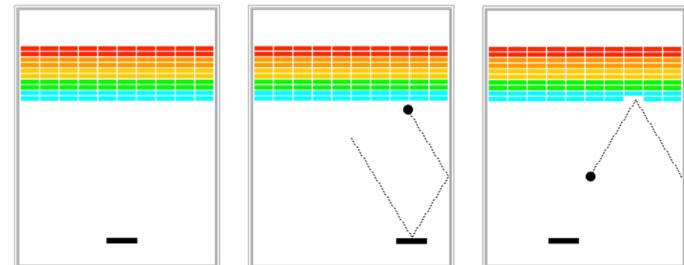
What is CS 106A?

- **Programming *Methodology***

- “A *system* of methods used in a particular area of study or activity”
- Focusing on computational problem solving, not Java syntax
- No prior programming experience required!

- Topics include:

- Karel the Robot
- Text-based programs
- Graphics and animation
- Games
- And more...



Is 106A the right fit for you?

- General topics we will cover:
 - variables
 - control flow (loops and conditionals)
 - functions or methods (including parameters and return statements)
 - classes and objects
 - arrays
 - console and file I/O
- If those things are familiar to you, consider CS106B!
- If you know lots and still take this class, great! Just be mindful of everyone else

Time-out: Think, Pair, Share

- **What is one of your core values?**
 - Optionally: How might you use computing in pursuit of that value?
 - If you feel comfortable: Share with a neighbor!

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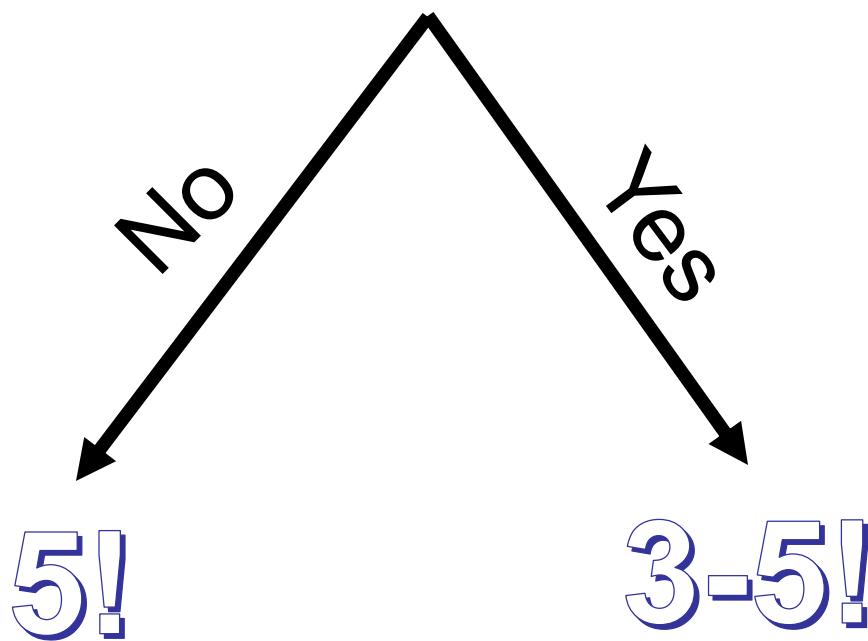
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Course Website

cs106a.stanford.edu

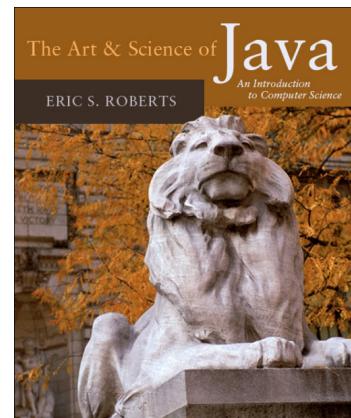
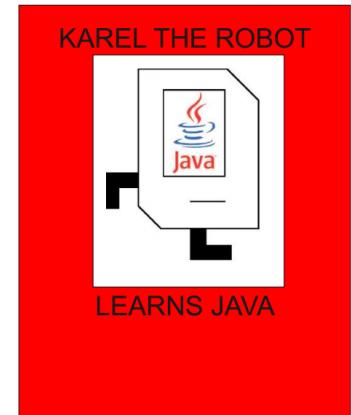
Units

Stanford grad student?



Textbooks

- *Karel the Robot Learns Java*, coursereader (35 pages)
 - used this week and next week as we introduce coding
 - refer to this coursereader for Java features you are allowed to use on the first assignment
 - free PDF available online
- *The Art & Science of Java*, by Eric Roberts
 - written here at Stanford; tailored to this course; a valuable reference
 - available on reserve at library



Grading

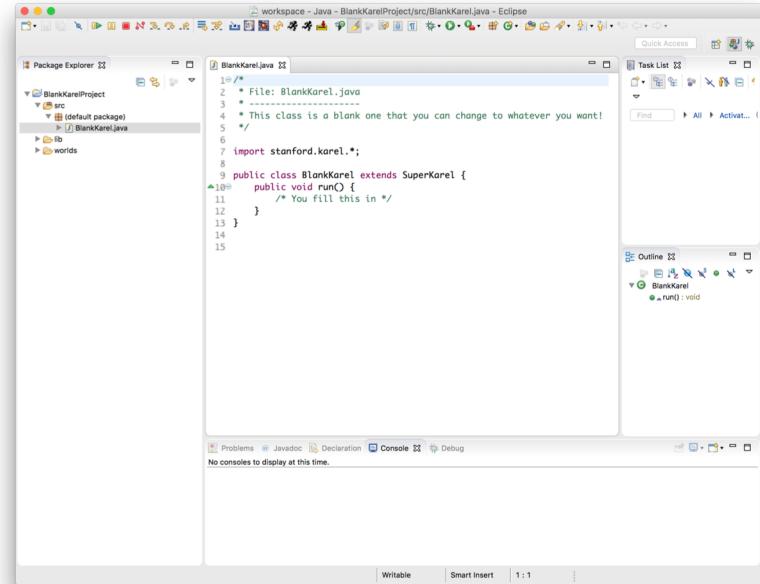
*****	45%	Programming assignments
*	10%	Section participation and lecture feedback
**	15%	Midterm Exam
***	30%	Final Exam

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Programming Assignments

- 6 programming assignments (some individual, some in **pairs**), completed using **Eclipse**
 - free software, available on course website
 - **homework: set up Eclipse!**
 - come to LaIR this **Tuesday 7-9PM** for troubleshooting



- Graded on **functionality** (behavior) and **style** (elegance)
 - you'll get lots of feedback on each from your section leader
 - grading scale is divided into "buckets"

The Bucket System

✓	Satisfactory; meets requirements, maybe a few issues

The Bucket System

✓+	Well done; satisfies all assignment requirements
✓	Satisfactory; meets requirements, maybe a few issues

The Bucket System

✓+	Well done; satisfies all assignment requirements
✓	Satisfactory; meets requirements, maybe a few issues
✗-	Problems serious enough to fall short of assignment requirements

The Bucket System

+	Exceeds expectations; often reflects additional work
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-	Extremely serious problems, incomplete effort or understanding

The Bucket System

++	Absolutely fantastic submission (<i>very rare</i>)
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--	Little effort

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--	Little effort
0	No submission

Getting Help

- Visit the SLs in the **LaIR** (1st floor of Tressider Union)
 - open Sun-Wed, 7PM – 11PM, starting this Wednesday
 - staffed with multiple section leaders to answer questions
 - use the CLaIR (Conceptual LaIR) queue for course material questions
- other help resources:
 - instructor office hours
 - head TA office hours
 - email SL, TA, instructor
- Eclipse troubleshooting session **Tuesday 6/26 7-9PM @ LaIR**

2 Minds are Better Than 1

- Some assignments may optionally be done in **pairs**
- Both partners receive the same grade
- A chance to brainstorm ideas and work with another programmer
- **MUST be in the same section!**
 - put the same section preferences to make this happen!
- More info in handout #1 and on the course website

Late Days

- **Start out with 3 “free late days”:** each late day allows you to submit an assignment 24 hours late without penalty.
- Hard deadline 48 hours after original due date
- 1-bucket deduction per day late after late days are exhausted
- Pair late days are assessed individually
- “Pre-granted extensions” – additional extensions granted only in *very special* circumstances. **Head TA** must approve extensions.

Grading

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Discussion Sections

- Weekly 50-minute sections led by your section leader
- Go over lecture material, do practice problems, answer questions
- Graded on section attendance + participation
- **Homework:** sign up for section on the course website!

Lecture Feedback

- Give me feedback so that I can do better!
- Anonymous, and you get credit no matter what you write
 - unless it is inappropriate
- Give feedback by the Monday after your assigned lecture
- More instructions on the website under “Lectures”
- **Homework:** figure out which lectures you are assigned for giving feedback

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Exams

- **Midterm exam** – Monday, July 23rd, 7-9PM
 - Fill out the head TA’s exam form by *July 9* if you have an academic or University conflict or OAE accommodations
- **Final exam** – Friday, August 17th, 12:15-3:15PM
 - No alternate final! You **MUST** be able to take the final exam at the scheduled time (except for OAE accommodations)
- On both exams, you will be allowed two double-sided “cheat sheets”: handwritten or typed notes that you think will be helpful.
 - You will also be provided Java syntax reference sheets

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Stanford Honor Code

- The **Honor Code** is an undertaking of the students, individually and collectively:
 - that they will not give or receive aid in examinations; that they will not give or receive unpermitted aid in class work, in the preparation of reports, or in any other work that is to be used by the instructor as the basis of grading;
 - that they will do their share and take an active part in seeing to it that others as well as themselves uphold the spirit and letter of the Honor Code.
- The faculty on its part manifests its confidence in the honor of its students by refraining from proctoring examinations and from taking unusual and unreasonable precautions to prevent the forms of dishonesty mentioned above. The faculty will also avoid, as far as practicable, academic procedures that create temptations to violate the Honor Code.
- While the faculty alone has the right and obligation to set academic requirements, the students and faculty will work together to establish optimal conditions for honorable academic work.

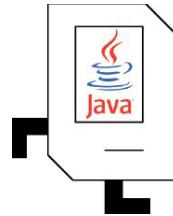
see also: <http://cs106a.stanford.edu/handouts/2-Honor-Code.pdf> and
<http://honorcode.stanford.edu/>

Honor Code and CS 106A

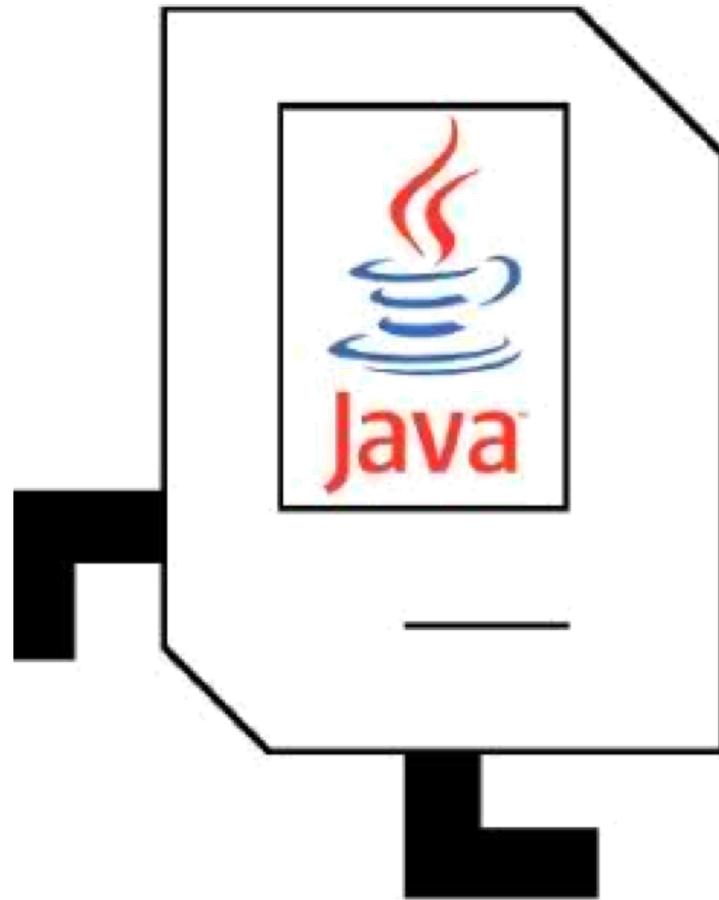
- Please help us ensure academic integrity:
 - indicate any assistance received on HW (books, web sites, friends).
 - do not look at other people's solution code (*outside of your pair*).
 - do not give your solution code to others, or post it on the web.
 - report any inappropriate activity you see performed by others.
- Assignments are checked regularly for similarity with help of software tools.
- If you realize that you have made a mistake, you may retract your submission to any assignment at any time, no questions asked.
- If you need help, please contact us and we will help you.
 - we do not want you to feel any pressure to violate the Honor Code in order to succeed in this course.

Plan For Today

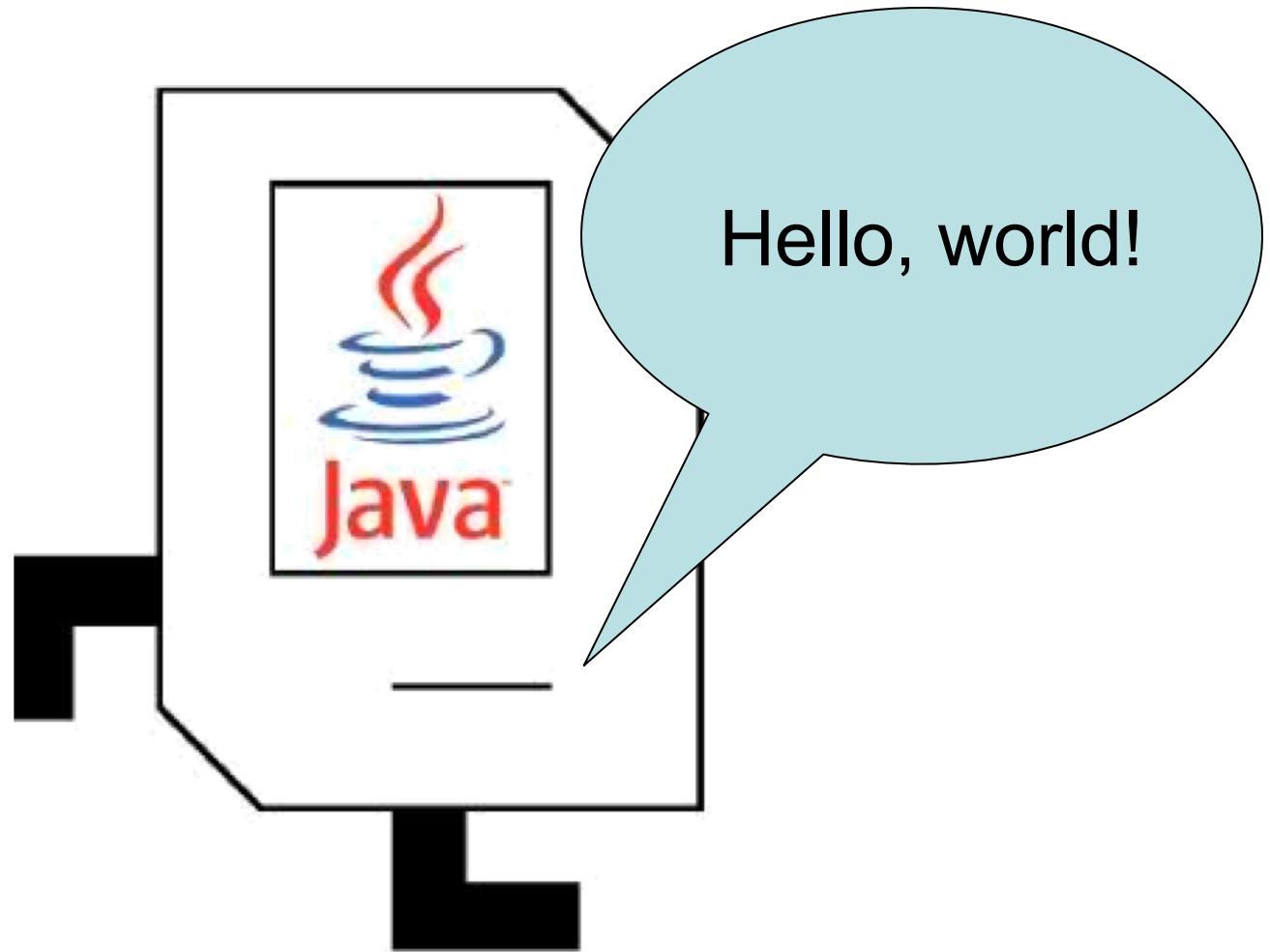
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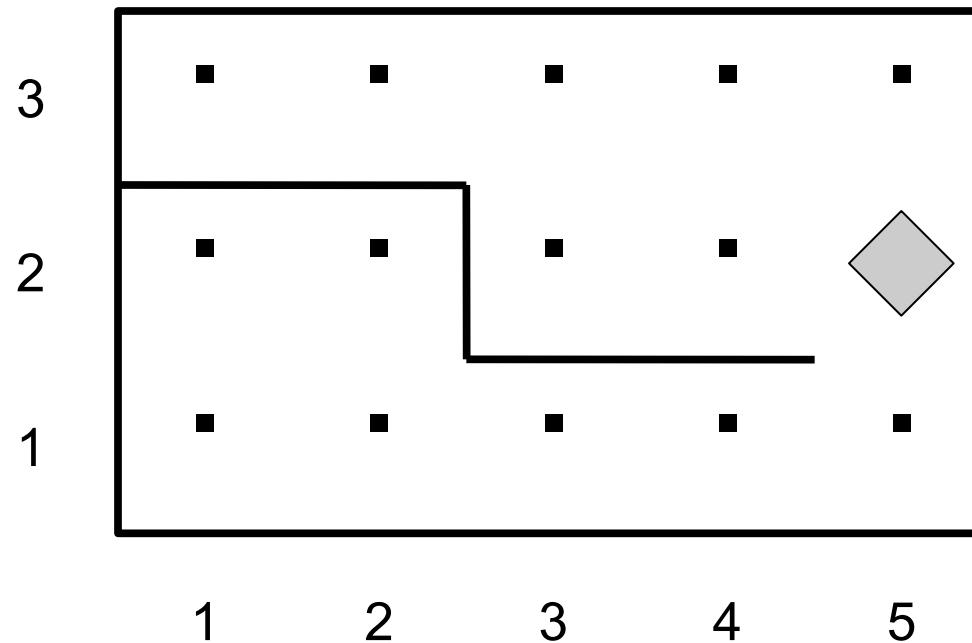
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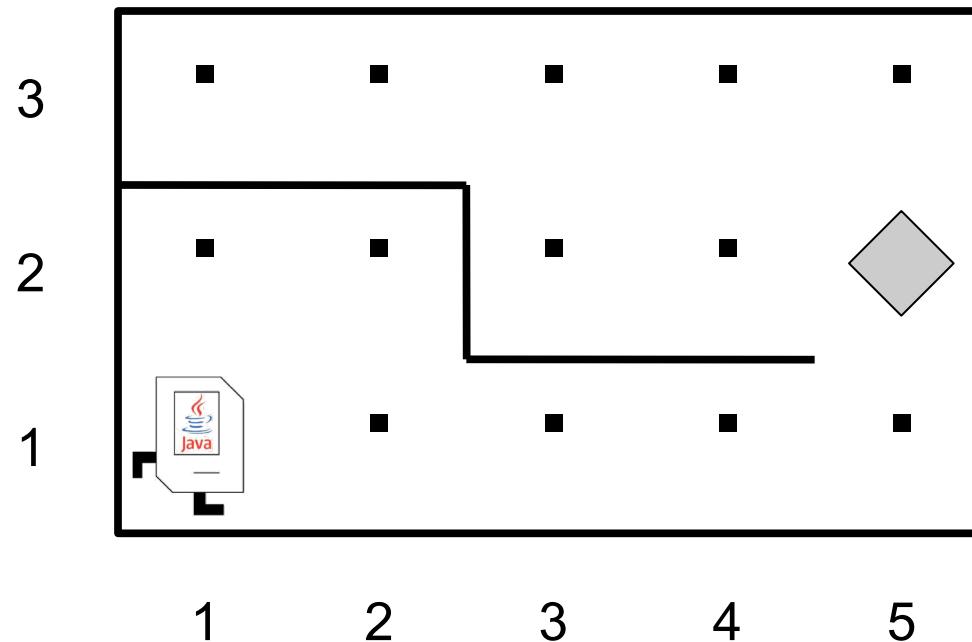
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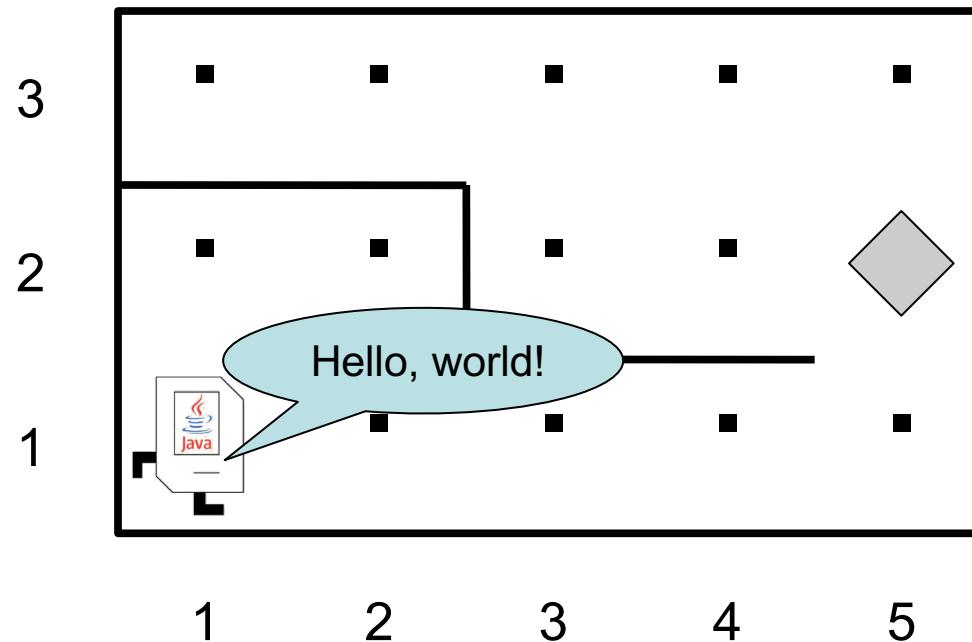
Karel's World



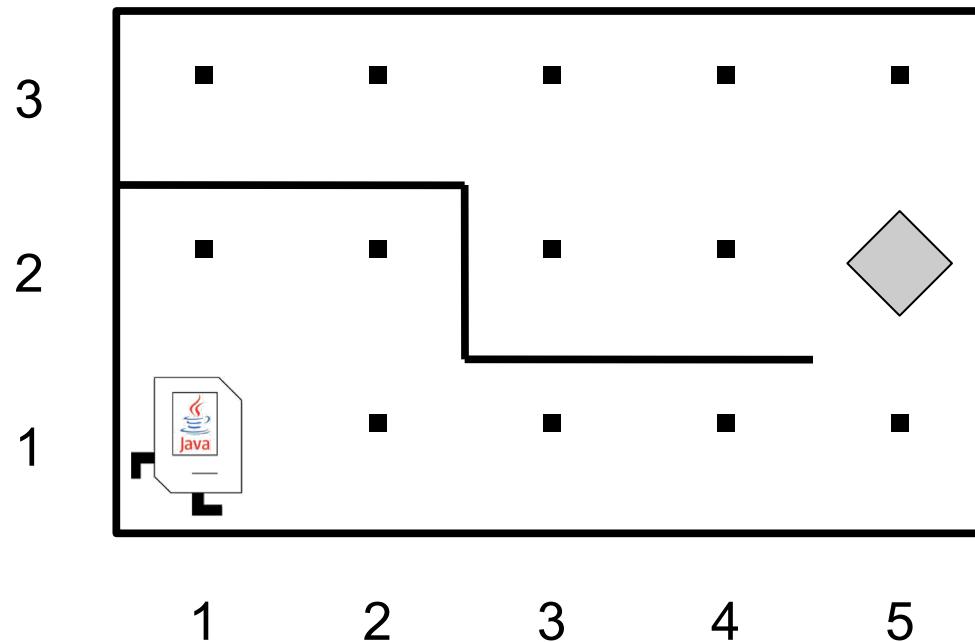
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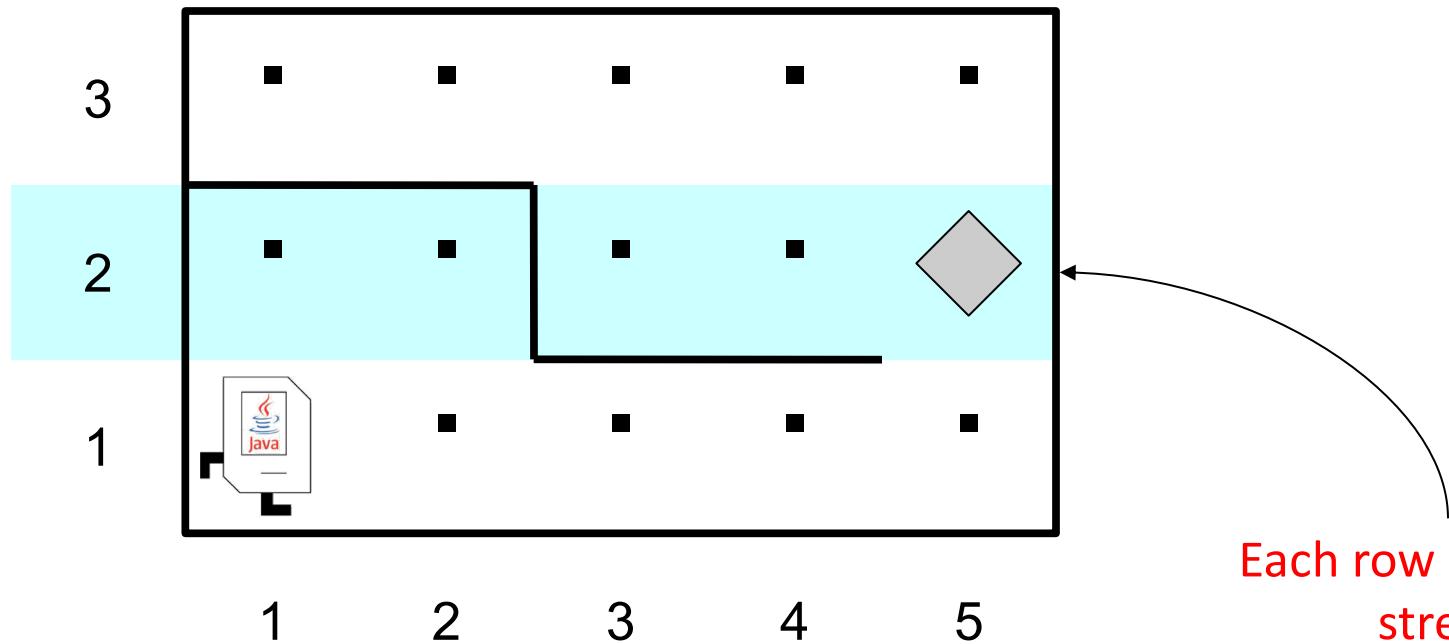
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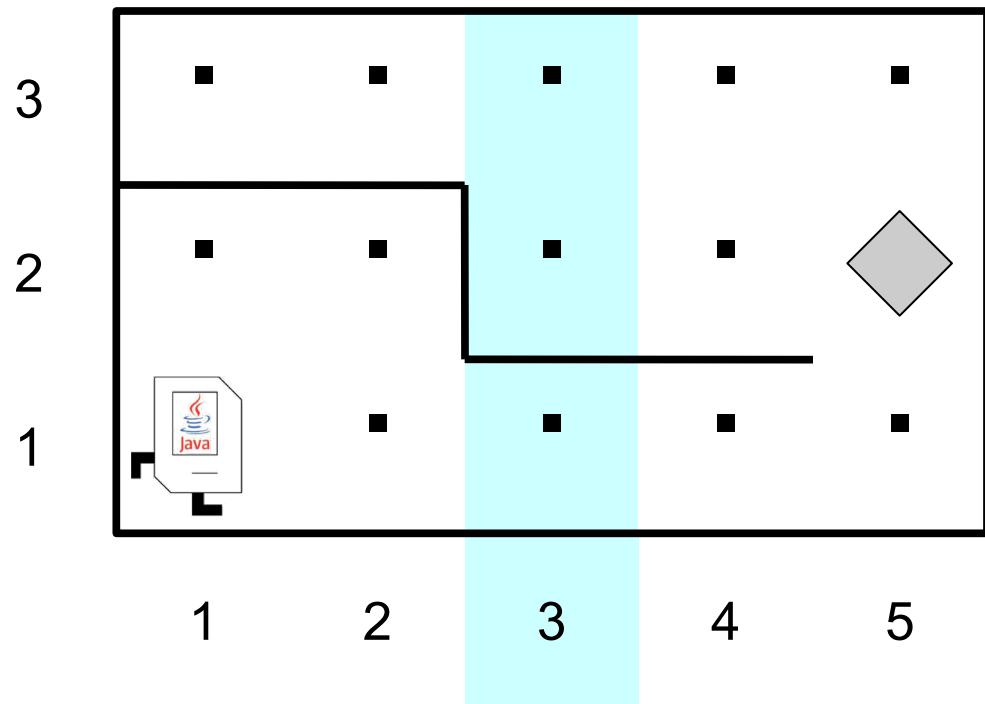


Streets (rows)



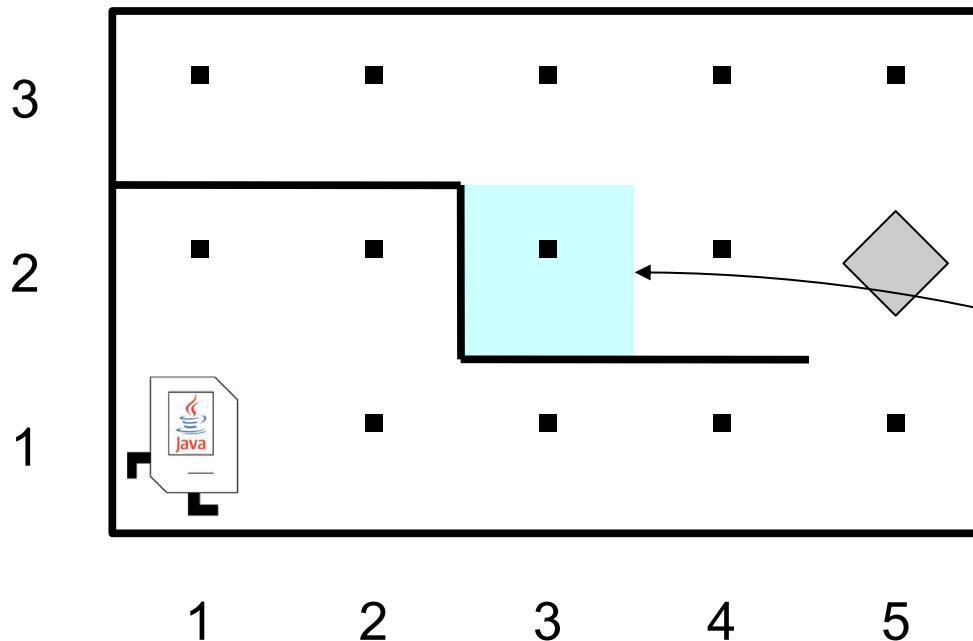
Each row is called a street.

Avenues (columns)



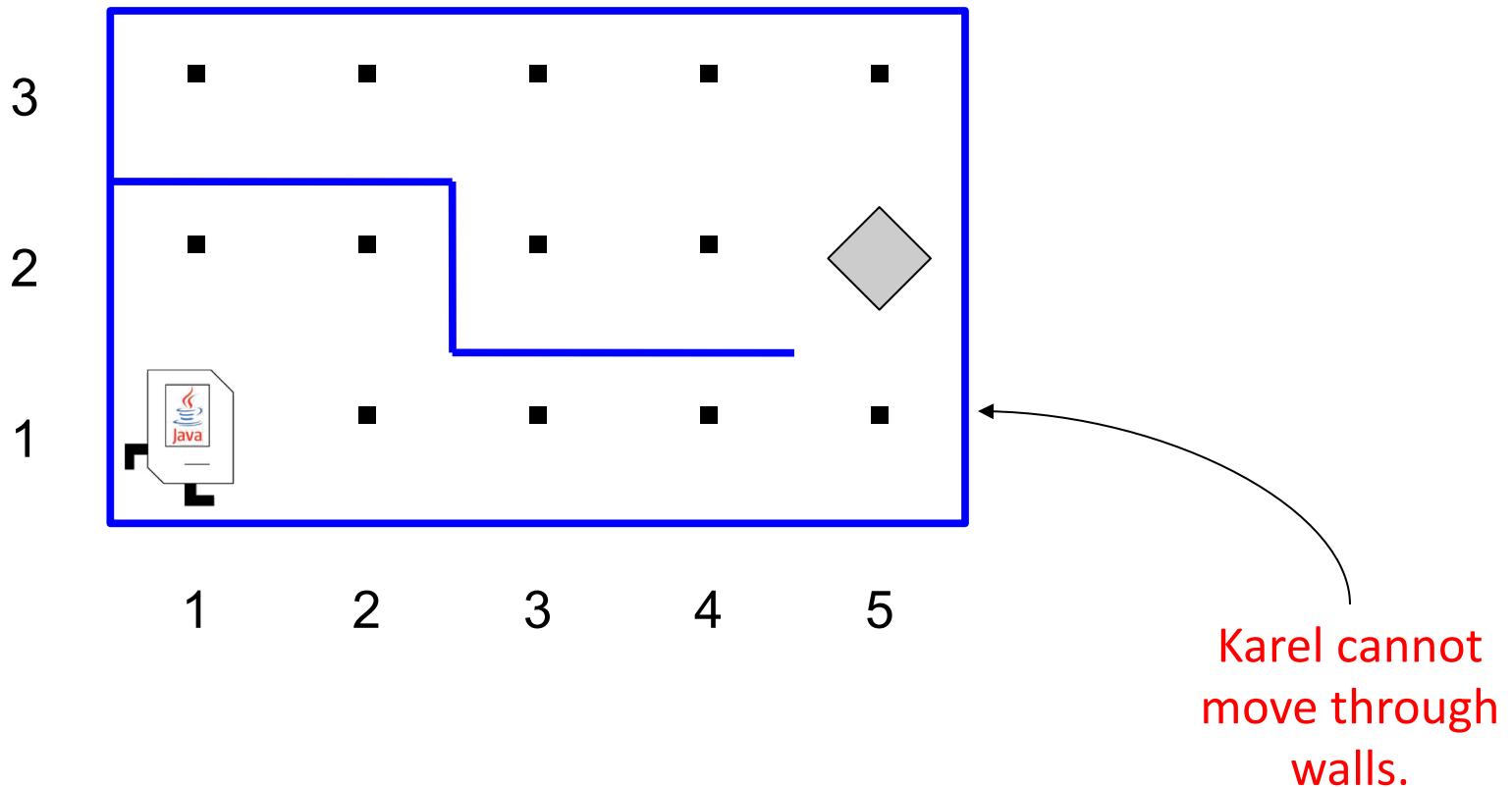
Each column is called an avenue.

Corners (locations)

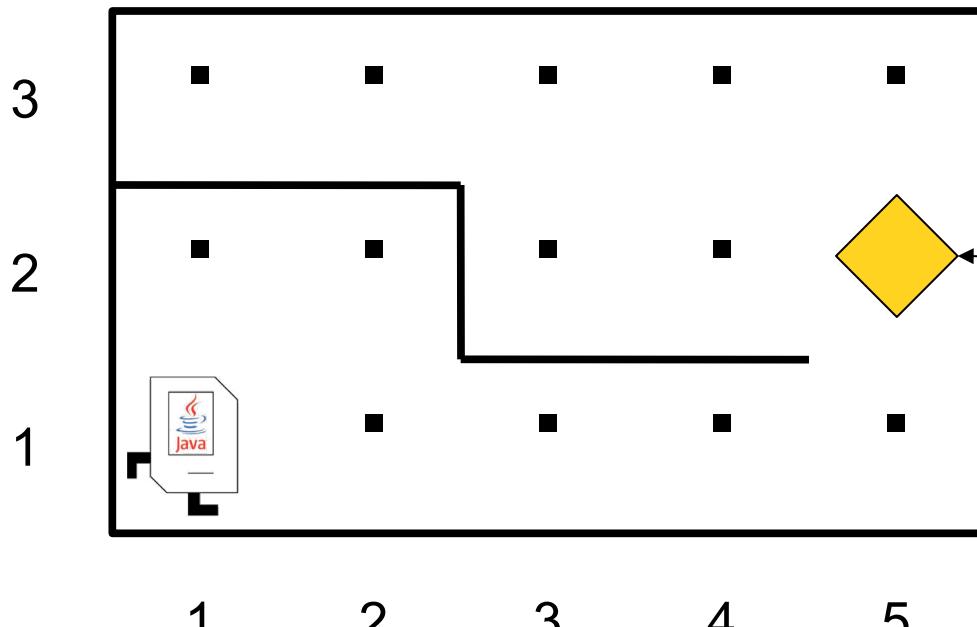


The intersection of a street
and an avenue is a corner.

Walls

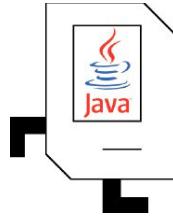


Beepers



Beepers mark locations in Karel's world. Karel can pick them up and put them down.

Wrap-up

- Introduction ✓
- Course Policies ✓
- Meet Karel the Robot  ✓

Next time: more programming with Karel!