

Invite your friends to take CS10 next sem!



**UC Berkeley EECS
Teaching Professor
Dan Garcia**

The Beauty and Joy of Computing

Calendar?

Slip days

Lecture #25 Summary & Farewell

Lab tomorrow is
Survey (0:20),
online final
(1:30)

Register
Iclicker,
then turn
in during
lab or dis

BJC Art or Poem
Submit this at
final for extra
credit!



OCULUS RIFT, NEXT "IT"?

Facebook's purchase of Oculus Rift is one indication that this is an incredibly HOT potential new technology. Gamers rejoice!

Discussion this week is important –
course feedback + summary



oculusvr.com



Administrivia: Become active!

- **With-Snap! Exam details**

- No exam handed out unless you've filled in both HKN + our survey
- No "study sheets" needed / allowed since you have access to Snap!

- **Final Exam details**

- Only bring pens, three 8.5"x11" handwritten sheets (writing on both sides).
- Leave backpacks, books, calculators, cells & pagers home!
- Everyone must take ALL of the final!
- Bring your "Beauty and Joy of Computing" Art/Poem for extra credit!

- **If you did well in CS10 and want to be on staff?**

- Usual path: **Lab Assistant** ⇒ **Reader** ⇒ **TA**
- Indicate on your final survey whether you're even remotely interested
- We strongly encourage anyone who gets an B or above in the class to follow this path...





Taking advantage of Cal Opportunities

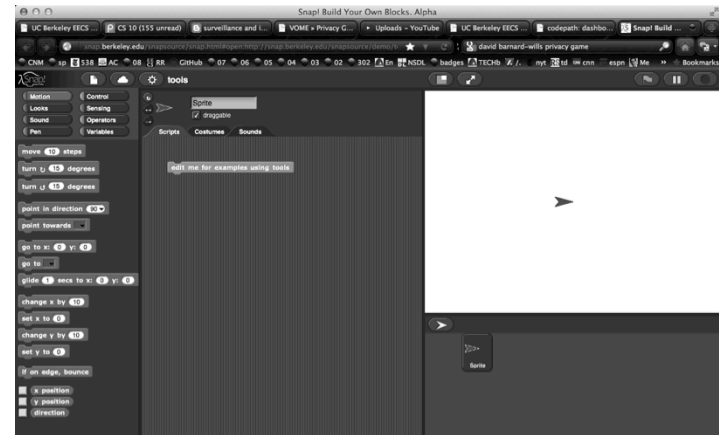
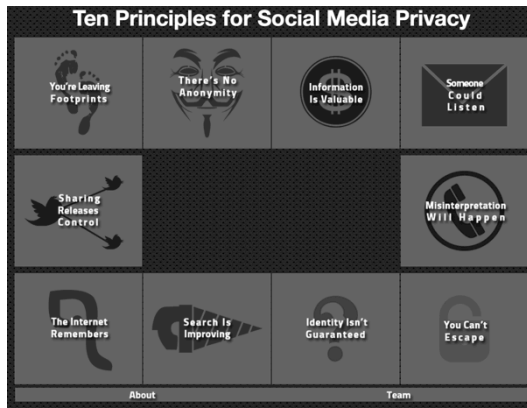
- **“The Godfather answers all of life’s questions”**
 - Heard in “You’ve got Mail”
- **Why are we one of the top Universities in the WORLD?**
 - Research, reseach, research!
 - Whether you want to go to grad school or industry, you need someone to vouch for you!
 - ...as is the case with the Mob
- **Techniques**
 - Find out what you like, do lots of web research (read published papers), hit OH of Prof, show enthusiasm & initiative
- **<http://research.berkeley.edu/>**
- **<http://researchmatch.heroku.com/>**





Dan's Research Projects

- Improve Privacy Teaching
- Improve CS10/Snap!



We'll email class about opportunities this fall...





Opportunities Next Semester

- **CS61A (1st course in CS major)**
 - Structure and Interpretation of Computer Programs, Python
- **CS9 series (learn a second language)**
 - I would recommend Python next, CS9H
- **GamesCrafters DeCal (Game Theory R & D)**
 - Develop SW, analysis on 2-person games of no chance. (e.g., go, chess, connect-4, nim, etc.)
 - Req: Game Theory / software Interest
- **MS-DOS X DeCal (Mac Student Developers)**
 - Learn to program Macintoshes.
 - Req: Interest. Owning a mac helps, not required.
- **UCBUGG DeCal (Recreational Graphics)**
 - Develop computer-generated images, animations.
 - Req: 3D interest





Ok, I'm hooked! Where do I go next?

- **CS Major / Minor**

- You are here

CS10

- **CS61A**

- In Python, one big idea every week. Awesome!

CS61A

- **CS61B**

- In Java, data structures, algorithms and software engineering (lite)

CS61B

- **CS61C**

- In C and MIPS, Great ideas in computer architecture (parallelism) ... I teach this!

CS61C





Things to remember from CS10

- **Abstraction**

- The key idea underpinning all computer science
- ...and (in CS10) functions, HOFs

- **...From Blown to Bits**

- Technology has social implications (privacy, energy, copyright, etc); try to see the big picture
- It also often has unintended consequences!
- Things are never black or white, pure good or pure evil

- **...From Doug Rushkoff**

- Coding as Engineering (designing, building, testing, iterating, etc)
- Coding as a Liberal Art (interface thoughts, hidden agendas, etc)
- Coding as Culture (can we have more read/write artifacts?)

- **You have learned to code!**

- Some don't believe blocks-based coding teaches this, they're wrong!

Garcia





The Future for Future Cal Alumni

▪ New Millennium

- Always-on internet connectivity + internet of things!
- AI & HCI breakthroughs
- Post-PC Era (power is in cloud, interface in pocket)

“The best way to predict the future is to invent it”
– Alan Kay

The Future is up to you!

