

Intro to Programming (No Prior Experience)

CSCI-UA.0002-010

Emily Zhao

T/R 2:00PM – 3:15PM

Emily Zhao **(she/her)**

Background

- BFA in Film + Television Production
- MPS in Interactive Telecommunications (aka Art + Tech)

My Work

- Computationally generated visuals
- Text and storytelling in the browser
- Games + other interactive experiences

Code has so many different applications!

Let's get to know you!

pollev.com/emilyzhao



Rules of Play

- Be on time
- Respect your peers + respect yourself
- Don't be afraid to ask questions; any and all

Ask questions



How class works

- Lectures are in the modules
- Class time is for review + further practice
- Weekly programming workshop for assignments

Class Website

[https://emilydidthis.github.io/
CSCI-UA.0002-Spring23/](https://emilydidthis.github.io/CSCI-UA.0002-Spring23/)



What is programming?

What is programming?

- Instruction for the computer to perform certain tasks

Draw a rectangle.

Draw a rectangle.

- A human will do it with uncertainty.
- A computer will refuse.

Code as a language

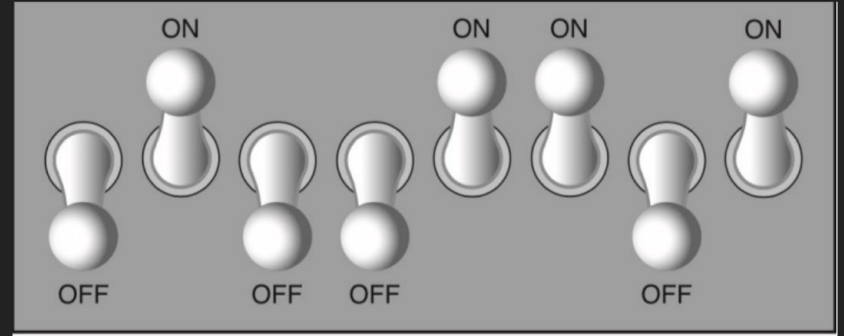
Code as a language

- The language of being specific
- The language of abstraction

Computers aren't smart.

It's all ones and zeros

- Binary language: "0" and "1" (which really correspond to electrical impulses +5v / -5v)
- Bit: 1 | Byte: 01001011
- 1 byte has the possibility of 256 unique "states"

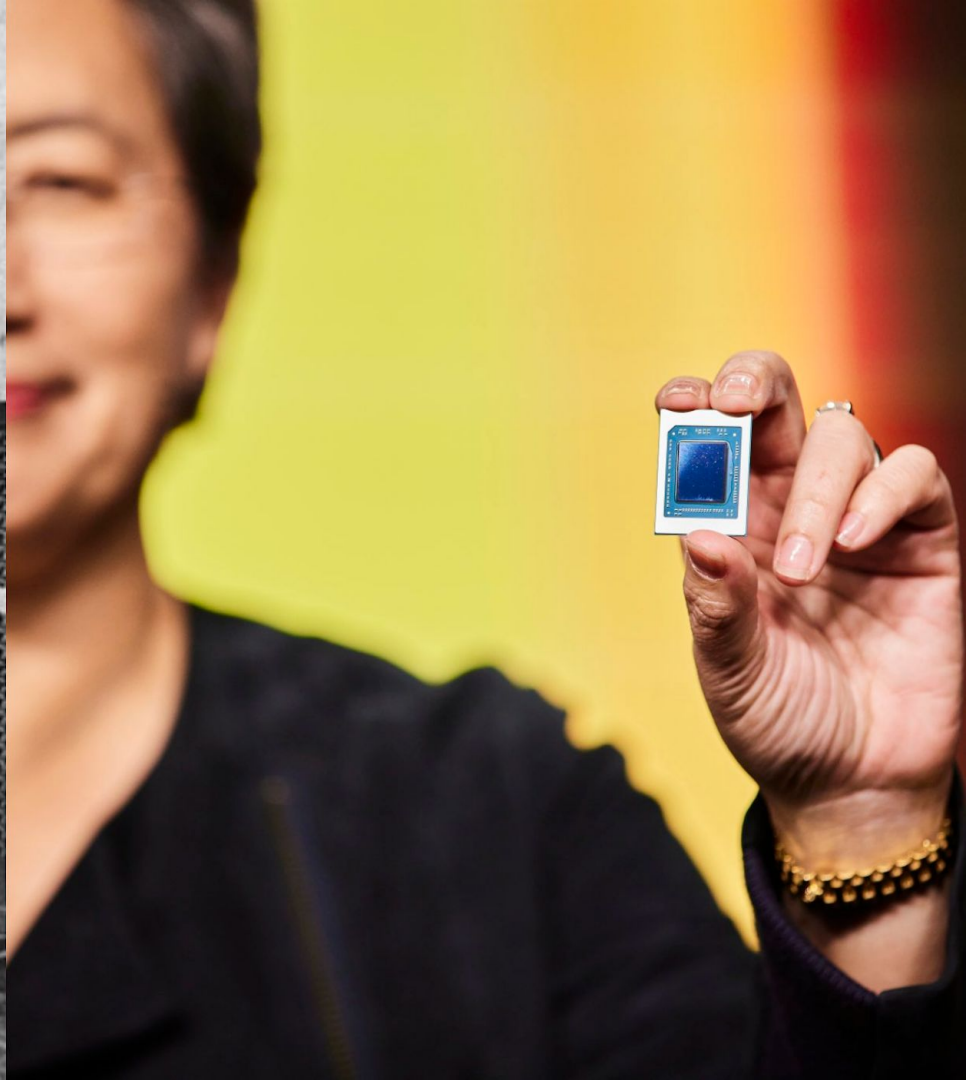
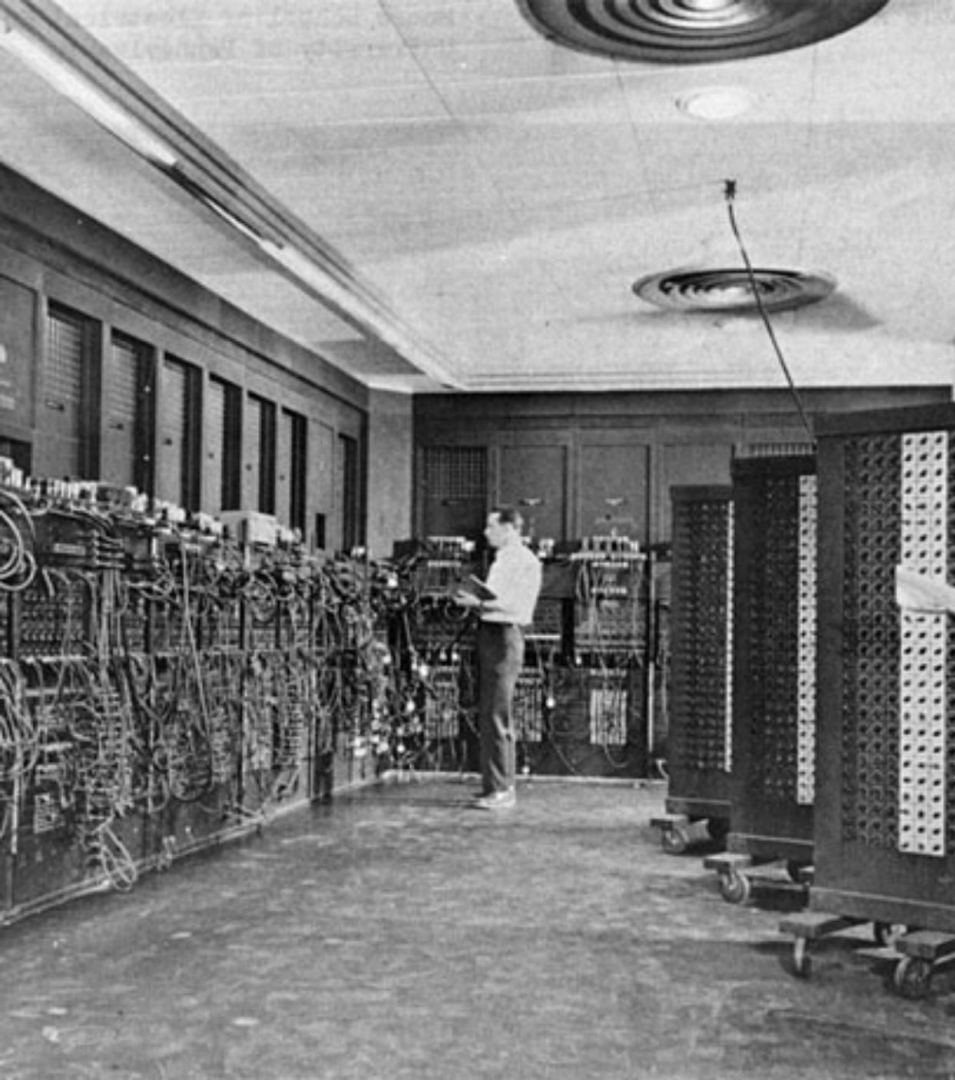


Punch Card in Punch Card Machine



Computers aren't smart.

They're just really really really really really fast (now)!



Activity: *The Language of Being Specific*

On the class website, under our M/W schedule tab, there should be a link to a Random Sketch under the materials column.

With the person(s) sitting beside you:

1. Change the random seed to a number of your choice
2. Write up a description (in English) of the sketch. The goal is to get me (your mock computer) to recreate the sketch as accurately as possible.
3. Be **SPECIFIC**! You have 10 minutes.

Python

- This semester we will be working with Python
- Used extensively as both a teaching language and a production language
- IDLE: Integrated Development Environment



For next time

- Peruse the class website, common syllabus, and Brightspace
- Begin "Self-Paced Learning Module #1" and take the quiz