

Tutors Setup

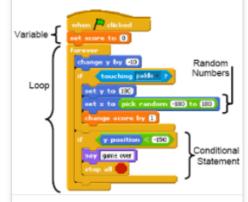
A collection of recent Modules in Modern Computer Science

Department of Computing &
Mathematics, WIT. Creative Commons
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a small tool for generating instructional material

Programming - Introductory

Programming Fundamentals I 44 (Scratch)



This is an introductory Programming module and assumes no prior knowledge of programming. For the first week or two, we will use Scratch to teach some basic programming concepts. We will work through noncomplex problems that will introduce you to the basic constructs of programming languages i.e. Sequence, Selection and Loops.

Dr. Siobhan Drohan & Ms. Mairead Meagher

Programming Fundamentals I 444 (Processing)



This is an introductory Programming module and assumes no prior knowledge of programming. We will use the Java programming language through the Processing Development Environment (PDE). We will work through non-complex problems that will introduce you to the basic constructs of programming languages i.e. sequence, selection and loops. You will also learn to use different data types and manipulate the data.

Dr. Siobhan Drohan & Mairead Meagher

Programming Fundamentals (Java)



The objective of this module is to provide a basic introduction to the Java language. The course assumes no prior programming experience, begins at a slow pace with simple concepts but progressively adds more complex topics. It is essential to gain a fundamental understanding of the language as later course modules such as Web and Android development use Java extensively.

John Fitzgerald

å

Programming - Intermediate

Data Structures | Structures |

The objective of this course is to provide a comprehensive introduction to developing modern Java Applications built around Data Structures. Our objective is to provide the student with the skills required to construct efficient and reliable Java applications of moderately complexity.

David Drohan & Peter Carew

Algorithms



An introduction to algorithms in Java

Frank Walsh & Eamonn De Leastar

Tutors

Top Level Topics

Eamonn de Leastar (edeleastar@wit.ie). Creative Commons License





All Labs



tutors itself. These are: git,

editor.

node.js and the sublime text



contents of Labs. Introduce

the basics of Markdown and

demonstrate the primary

features.





semantic folder/file names

topicXXX -> topic

bookXXX -> lab

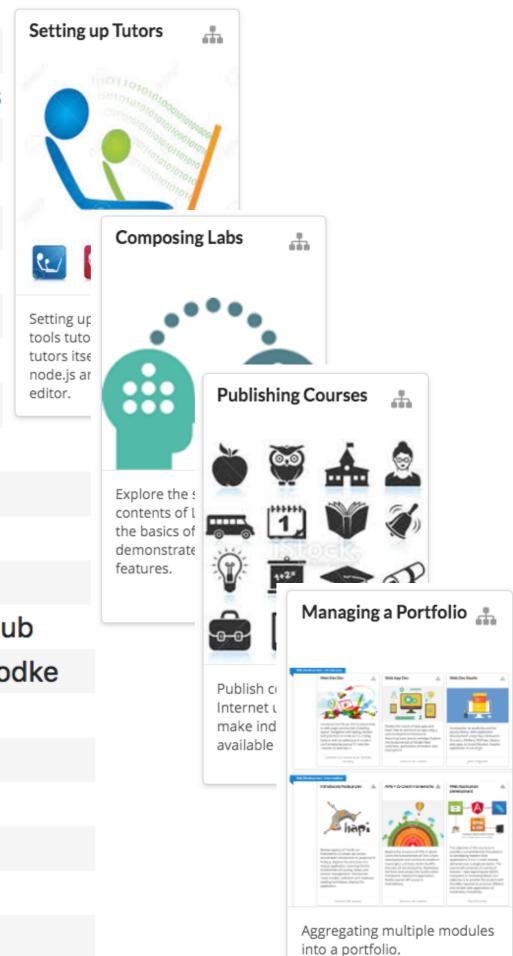
talkXXX -> talk

- topic01-setup book-setup talk-1-introducing-tutors talk-2-tutors-setup topic.jpg topic.md 4 topic02-labs book-labs tools tuto talk-1-lab-structure tutors itse node.js ar editor. topic.md topic.png topic03-publishing book-a-gh-pages book-b-moodle talk-1-publishing-to-github talk-2-publishing-to-moodke
- topic.jpg topic.md topic04-portfolios book-portfolio

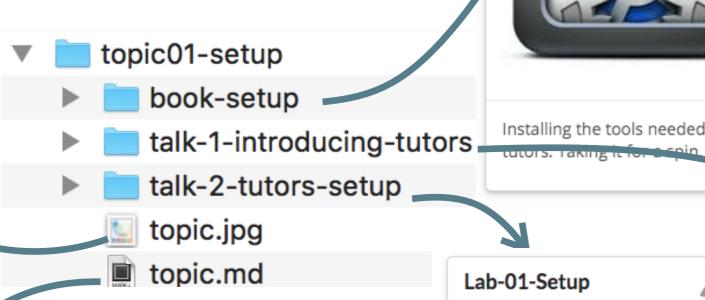
talk-1-portfolio

topic.md

topic.png







topic structure



Tutors Setup

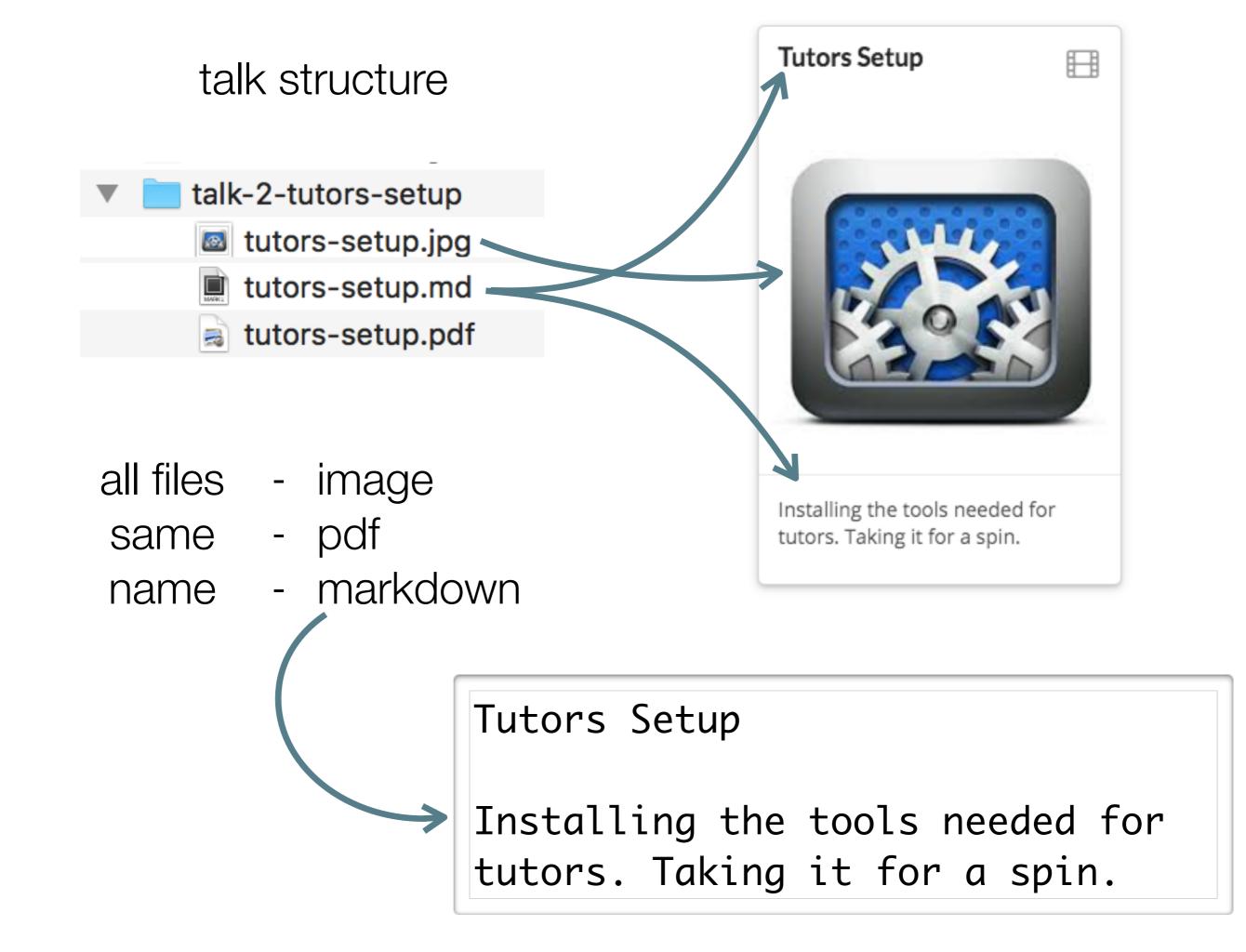
Installing the tools needed for



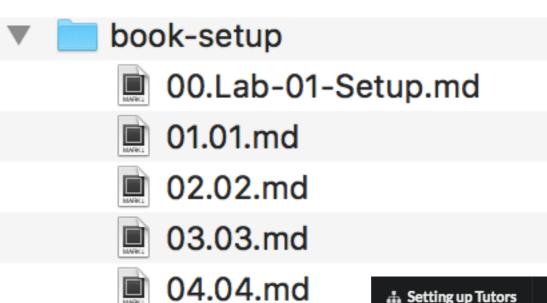
A quick tour of the purpose, structure and features of a tutors course web site.



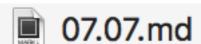
Install the tutors command line application and take for a first spin.

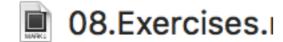


lab structure

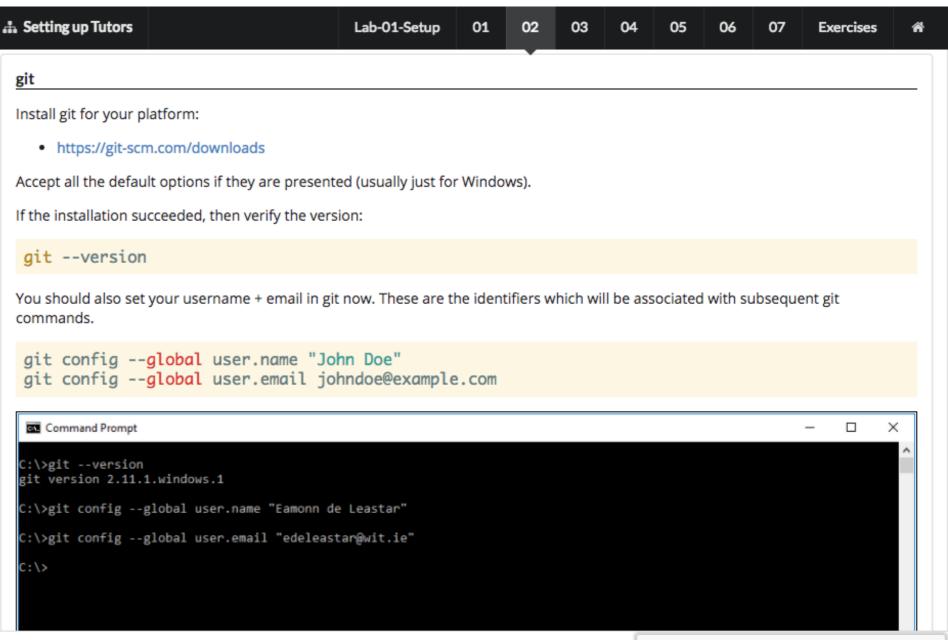






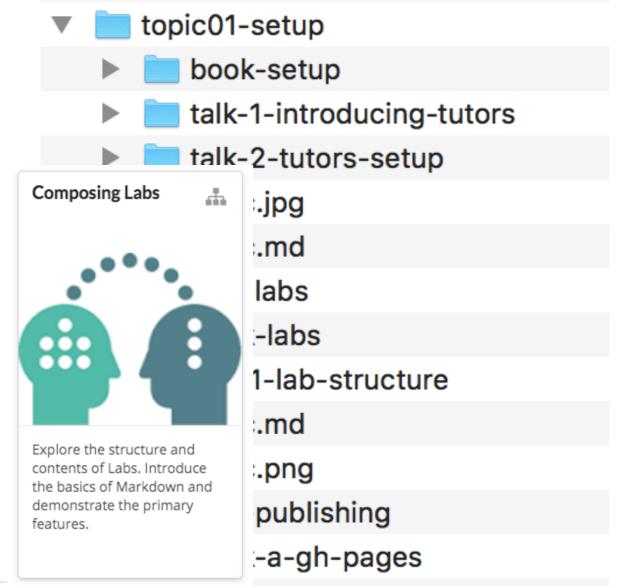


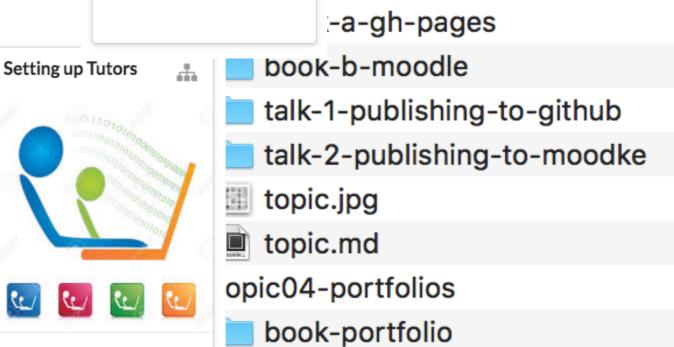
- archives
- ▶ ima











talk-1-portfolio

topic.md

topic.png

Setting up and configuring the

tools tutors requires, and tutors itself. These are: git, node.js and the sublime text

editor.