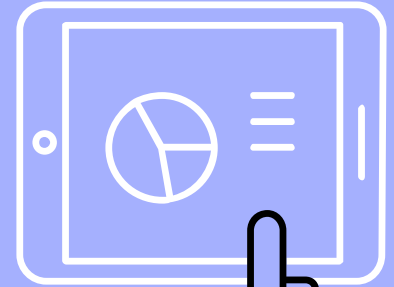
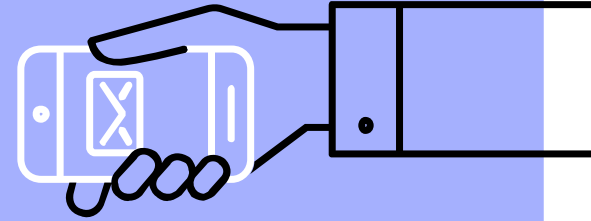
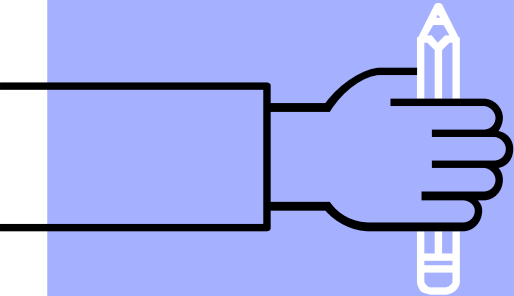
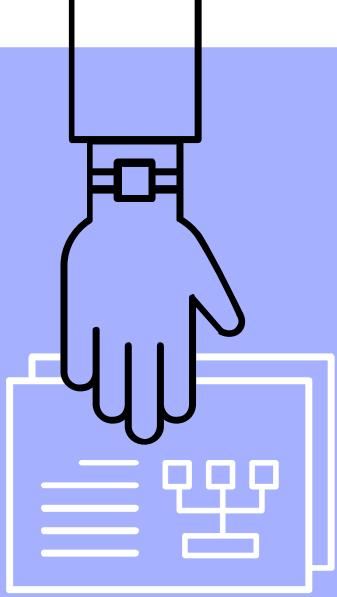


# Programación de Computadores



# INSTRUCTOR

Elkin Cruz

Estudiante de Maestría  
en Ingeniería de  
Sistemas y  
Computación

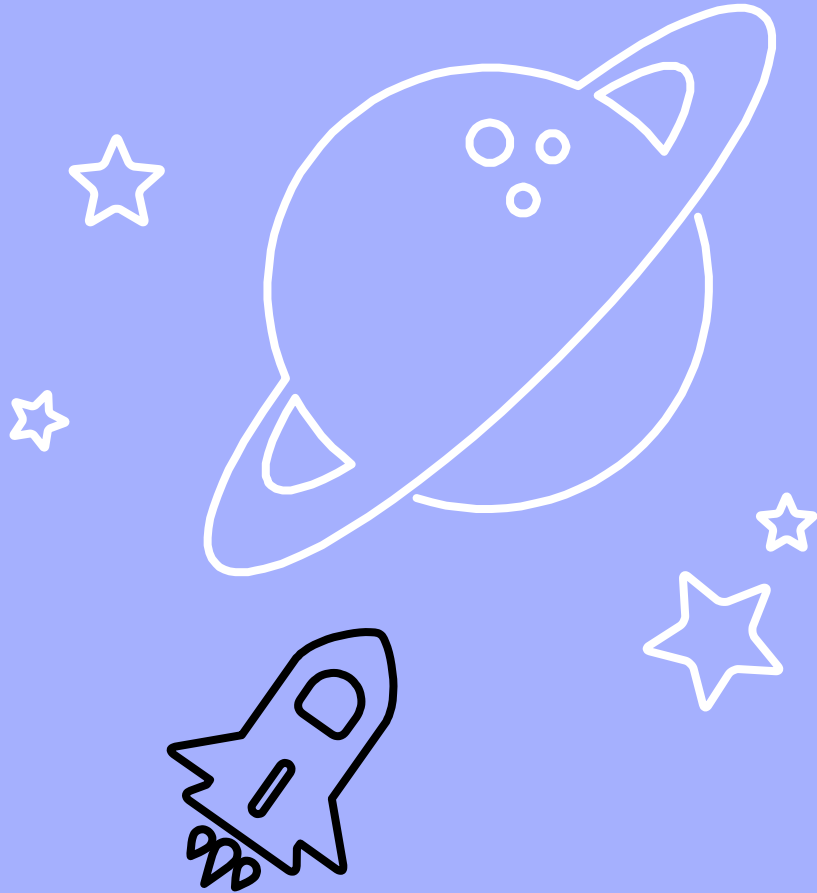
# CLASS MATERIAL

- ▶ Book I'm writing (I'll give it to you in the following sessions)
- ▶ Class book (you can find it on <<http://unmoocs.unal.edu.co>>)
- ▶ Other material can be found at the class's webpage (<http://helq.github.io/teaching> (not up yet))



# Why English?

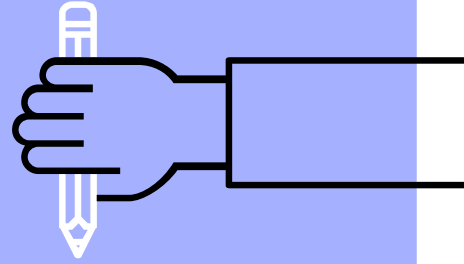
O ¿Por qué va a estar  
todo en Spanglish?



# Grading

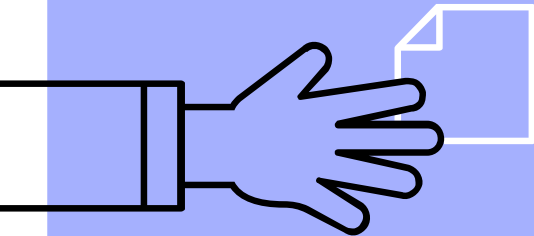
- ▶ 50% Exams
- ▶ 30% Quizzes and Homework
- ▶ 20% Final Class Project





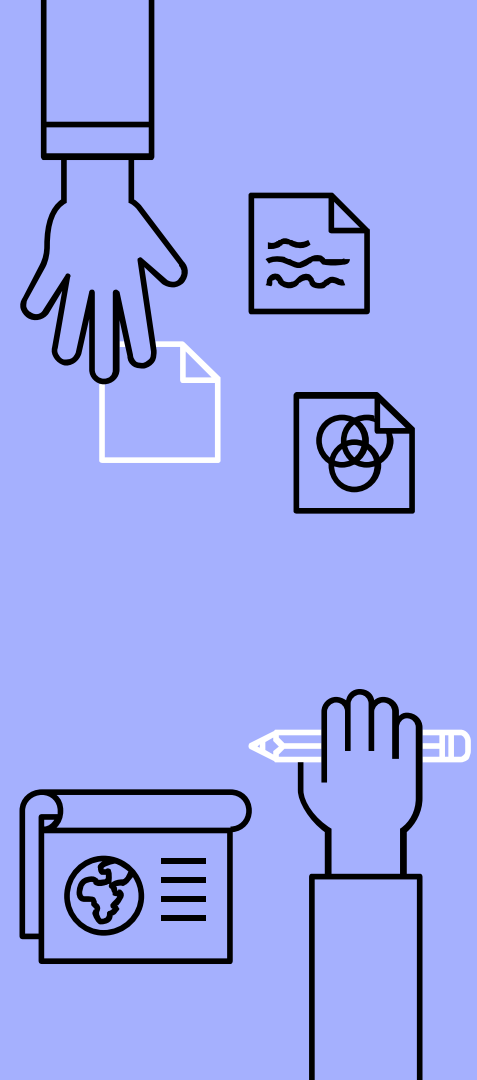
# Class Structure

Class Topics and Goals



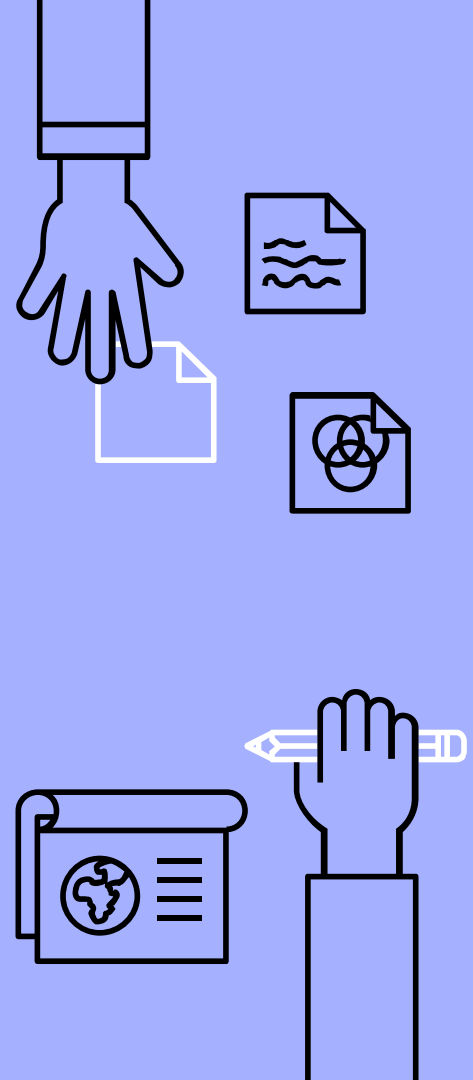
# Homework (taller)

- Every week
- Mandatory but not graded
- Quiz selecting few exercises from the homework



# Self-work

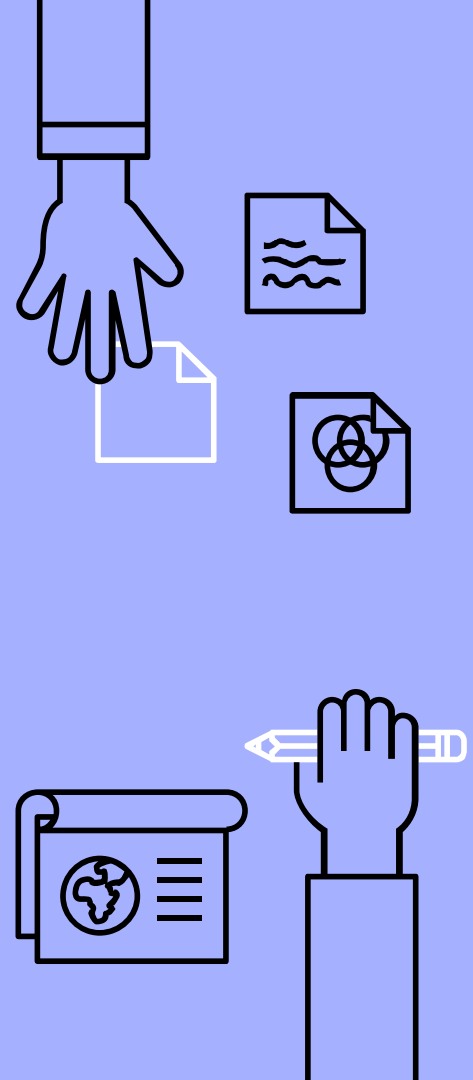
- Learning to code is HARD!
- Learning to code requires many hours of practice
- Coding (professionally) is done mainly in English!
- I'm just a couch, if you don't have questions for me I won't explain much

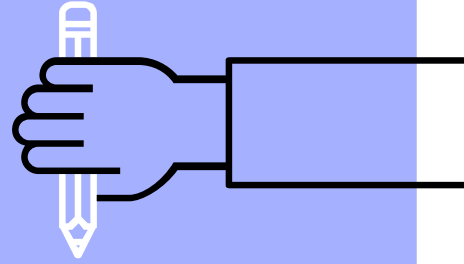




# Learning to code with C++

- Low level language, which means, you need to understand how the machine (computer) works
- Difficult language to master
- Plenty of Gotchas





Any questions?

