

### Intermediate Programming 600.120

Introduction

### Department of Computer Science Johns Hopkins University

Yair Amir Spring 12 / Week 1

### The Course This Semester

- Learned from last semester
  - MWF 3-4:15pm or MWF 4:30-5:45
- Still somewhat overwhelmed
  - Many people want to take the course
  - Can only have 30 students in a class
    - · Interactivity
    - · Number of computers
  - Decided to run the course twice this semester
    - · Same as last semester
    - · 9 spots are still available
    - · CS majors, seniors, juniors, sophomores, freshmen
- We need your help
- Help us divide the course to two equal classes
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### Course Overview

### Week 1

http://www.dsn.jhu.edu/courses/cs120/cs120-help@dsn.jhu.edu

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### **Course Information**

- Lecture:
  - 01 Monday, Wednesday 3pm 4:15pm Shaffer 1.
  - 02 Monday, Wednesday 4:30pm 5:45pm Shaffer 1.
- Tutorial:
  - 01 Friday 3:00pm 3:50pm Shaffer 1.
  - 02 Friday 4:30pm 5:20pm Shaffer 1.
- Instructor: Yair Amir.
  - Office hours: NEB-218b/213 Wednesday 6pm 7pm
- TA:???.
  - Office hours: ???
- Special help:
  - Amy Babay, Xin-Yuan Wang, Ben Glickman, ??
  - Daniel Obenshain & Tom Tantillo NEB 213
- E-mail contact to all of us: cs120-help@dsn.jhu.edu
- Course mailing list: www.dsn.jhu.edu/mailman/listinfo/cs120-2012

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### Course Books

- The C Programming Language, second edition, Kernighan & Ritchie, Prentice Hall. ISBN 0-13-110362-8
- C++ How to Program, Deitel & Deitel, Prentice Hall. Editions: 5<sup>th</sup>, 6<sup>th</sup> – available online for Hopkins students.

Later editions also good.

(this book will only be needed just before the middle of March).

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### **Grading Policy**

- · 4 credit course.
- Mid-term 20%
- Projects 4\*12% = 48%
- Final Project

   20%
- Attendance 12%
- Ethics code: standard CS code www.cs.jhu.edu
- Zero tolerance for ethics problems.
  - We invest a lot and expect a lot in return.

Programming language: C and C++. Testing environment: the undergrad lab ugrad1-20. Need to get an account!

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## Shaffer 1

### Tentative Plan



- Introduction, C getting started. Week of Jan 30
- C program structure, scope / pointers, structures. Week of Feb 6
  - Project 1.
- C memory management, basic development environment. Week of Feb 13
  - Project 2.
- C memory management / I/O / standard library. Week of Feb 20
- C probabilistic data structure. Week of Feb 27
   Project 3.
- C Project design. Week of Mar 5
  - Mid Term Mar 9? Mar 12?

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# **Shaffer 1**Tentative Plan

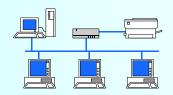


- C++ Getting started. Mar 14, Mar 16.
- C++ Classes constructors / destructors week of Mar 26.
  - Project 4
- C++ Overloading. Week of Apr 2.
- C++ Inheritance, polymorphism. Week of Apr 9.
- C++ Templates. Week of Apr 16.
  - Final Project.
- C++ Project design. Week of Apr 23.
- A bit on research. Apr 30.
- Course summary. May 2.

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### One on One One on Two One on Four



- Presenting and discussing design scheduled.
- Solving problems mostly unscheduled:
  - When stuck on implementation try for 15 minutes.
  - Contact us immediately after that come to NEB-213 or e-mail cs120-help@dsn.jhu.edu.
  - NEVER WASTE MORE THAN 15 minutes on a technical problem.
- Run ideas / designs by us mostly unscheduled
  - Make a habit to consult with us at least once for every project, preferably long before submission deadline.

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#### A little about me

- Joined Hopkins 16 years ago.
- Director of the Distributed Systems and Networks lab
   www.dsn.jhu.edu.
- Mostly taught high level undergraduate and graduate courses:
  - Distributed systems, advanced distributed systems and networks, operating systems.
- Fall 05, Spring 06, Fall 07, built a "new" Intermediate Programming course.
  - Liked it! Asked to teach it again Fall 11, Spring 12
- Enjoy inventing algorithms and software tools that ensure the scalability, availability and security of the Internet infrastructure and distributed systems:
  - www.spread.org, www.spines.org, www.smesh.org

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### Personal Point of View: Where High Tech is Going

- · The world has changed:
  - Infrastructure is cheap => low entry price.
  - A networked world => most software can be done anywhere.
  - Result: Global competition.
- Two paths to win:
  - To be the cheapest among equals.
    - · This is not likely to happen here.
  - To provide value nobody else has.
    - Combination of leading-edge knowledge and strong skills.
- Anything in between will be squeezed.
- Exponential curve of quality/reward:
  - Exponential curve is great on the right side
  - ... and deadly otherwise.

Reward

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### Getting to the Right side of the Curve

- A combination of Leading-edge Knowledge and strong skills.
- We have excellent infrastructure for building leading -edge knowledge.
  - Leading research groups.
- But skills were lacking:
  - In the past, many students got to 300-400 level courses lacking strong programming foundation.
  - This limited their ability to extract the full benefit of these top -notch courses.
- So, we wanted to develop these skills early.
- Higher expectations early => better tools to get to the right side of the curve later.
- This is why I want to teach this course!

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