

# Welcome to COMP151!

CLASS SEMESTER

# Overview

Intro's

Draw a Flower

Intro to Linux

Intro to C Programming

Q&A

# Initial Questions/Where to go

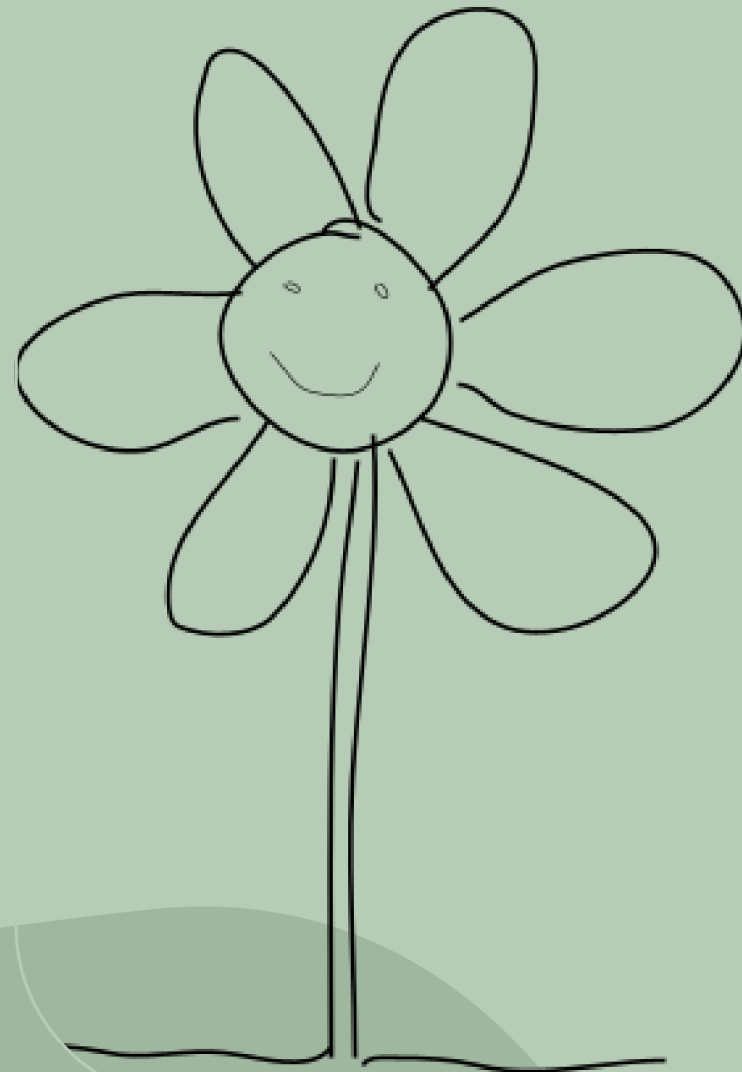
Lectures = content delivery

Tutlabs = answering questions and cementing knowledge

Where to go for help with things:

- Tut/Labs
- Course forums
- Email me/course email acct

# Let's draw a flower!



## Goal

To draw a pretty flower like this one

## Rules

1. Everyone gets one turn (everyone must go)
2. Before taking your turn, tell us your **name**, **year/degree** and **favourite food**
3. Give one instruction to me per turn (I will be the computer and you will be the programmer)
4. Instructions can be to draw a new thing OR "undoing" a previous instruction

# Flower Takeaways

Precision and order of instructions are important

Written instructions are a “program” to create a drawing of a flower

TL,DR: computers cannot read minds, so we need to be specific and stick to the "rules" that the computer understands

A decorative purple line starts from the left edge, curves upwards and to the right, then loops back to the left, ending near the top center.

# Q&A

FAQs

Course Structure

Assessment Structure

Where to go for help

A decorative purple line starts from the right edge, curves downwards and to the left, then loops back to the right, ending near the bottom right. A large dark green circle is positioned in the bottom right corner, partially overlapping the purple line.



Let's write some code...

(but first, vlab!)