Welcome to COMP1511!

COMP1511 T09C 24T1

Overview

Intro's

Draw a Flower

Intro to Linux

Intro to C Programming

Q&A

Where to go for help

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

Hi, I'm Jon!

email: jonathan.atkinson@unsw.edu.au

This is socks, if you don't have a golf ball she doesn't care about you :'(
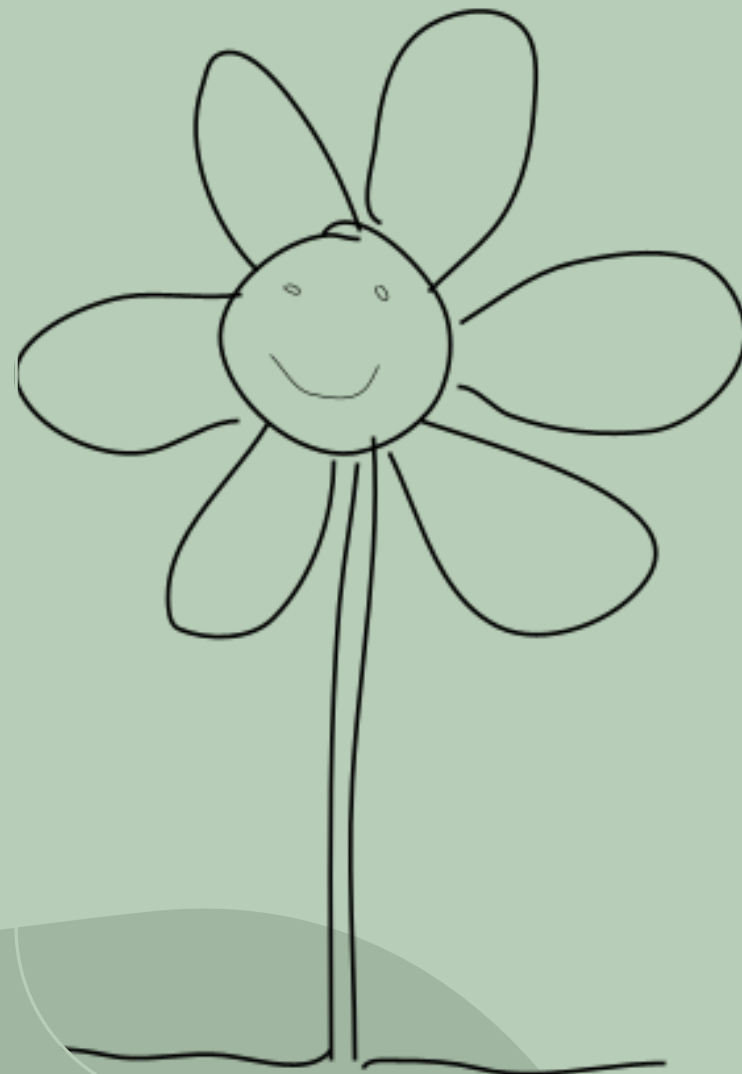
4th year Comp Sc / (Elec Eng, not for much longer)

Morgan :,(

Professional *Viber*

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

Q&A

FAQs

Course Structure

Assessment Structure

Where to go for help