

Welcome to COMP1511!

COMP1511 T15B 24T2

Why not make a friend
while you're waiting!!!

Also please respond
to my email to save
me chasing you up!!!

Overview

Intro's

Draw a Flower

Q&A

Intro to Linux

Intro to C Programming

Where to go for help

Lectures = content delivery

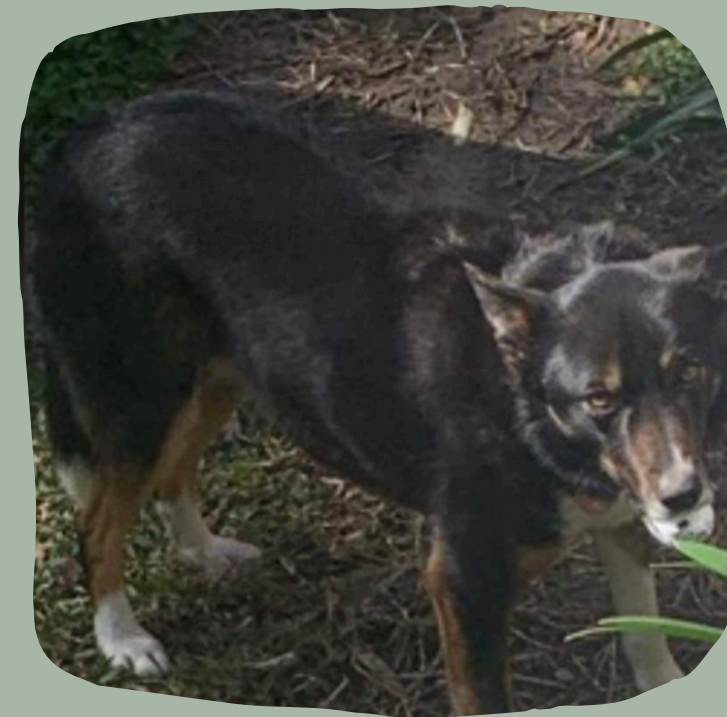
Tutlabs = answering questions and cementing knowledge

Where to go for help with things:

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

Hi, I'm Jon!

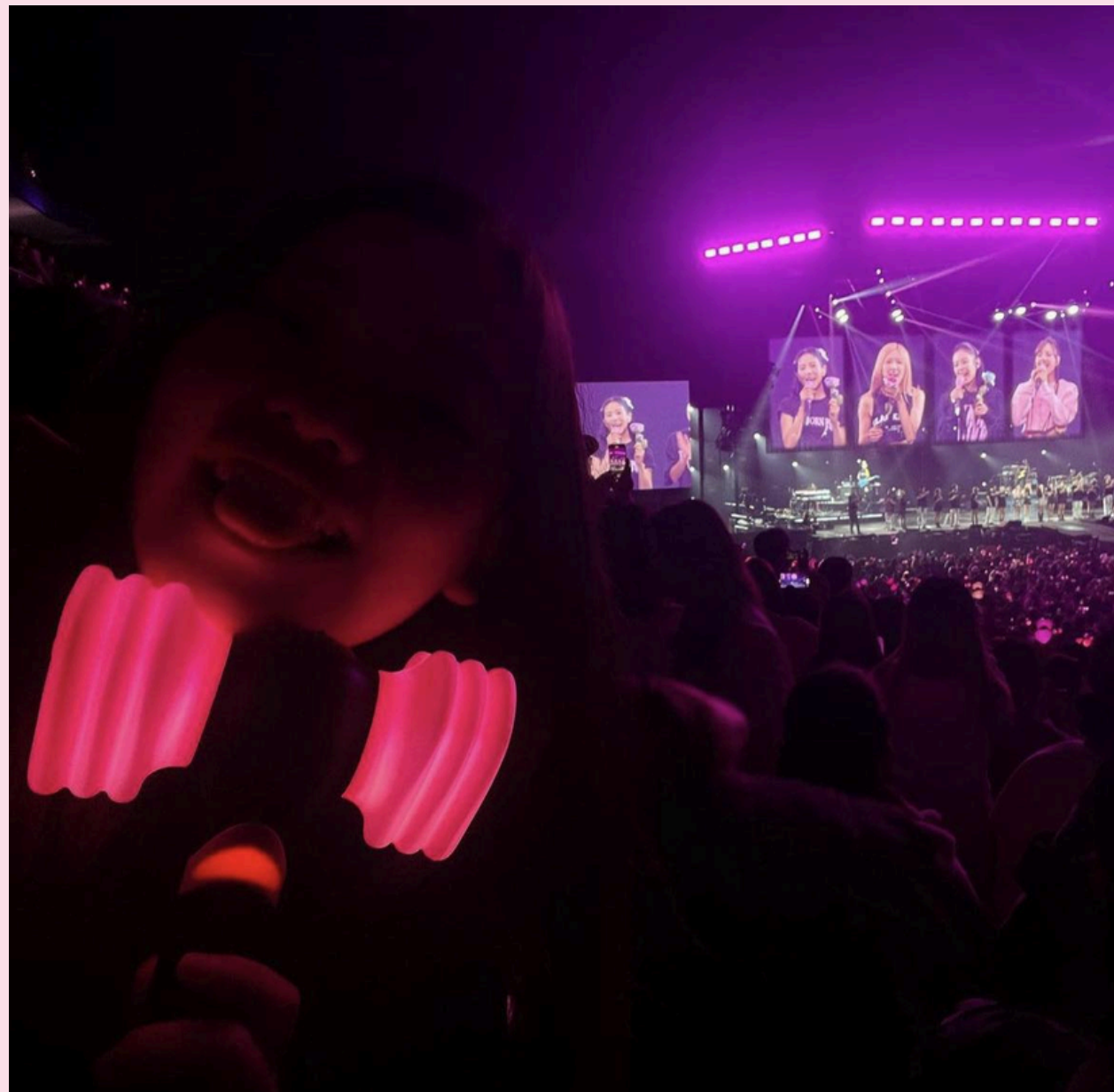
email: jonathan.atkinson@unsw.edu.au



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)

Helloo <3

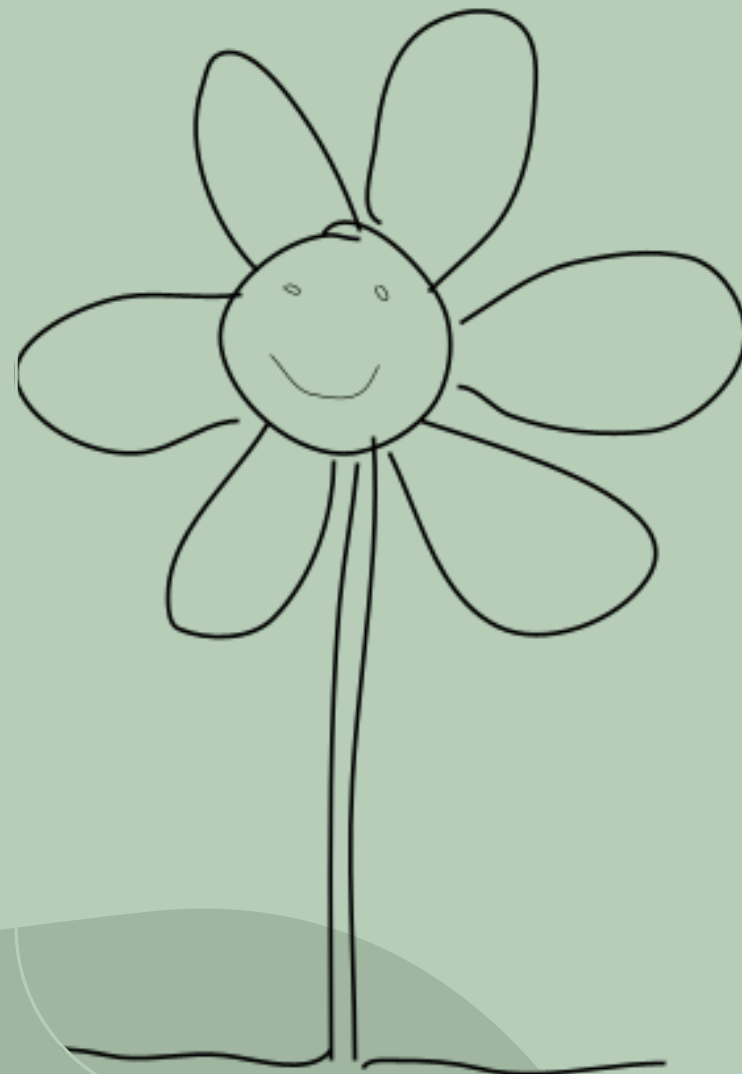


I'm Tammy

Your lab assistant for this term!
Keen to meet you all the in lab :D

tammy.zhong@unsw.edu.au

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 graphic consisting of a wavy line that starts from the left edge, rises to a peak, and then descends, followed by a loop that crosses itself.

Q&A

FAQs

Course Structure

Assessment Structure

Where to go for help

A decorative graphic in the bottom right corner consisting of two overlapping circles. The larger circle is a dark green color, and the smaller circle is a lighter green color, partially overlapping the larger one.

Let's write some code...
(but first, vlab!)

