Welcome to COMP1511!

COMP1511 24T3

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

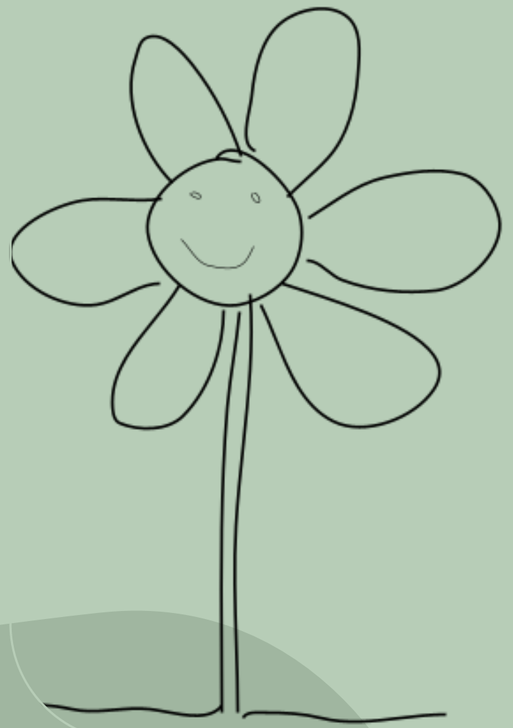
Lectures = content delivery

Tutlabs = answering questions and cementing knowledge

Where to go for help with things:

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

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, introduce your neighbour **name**, **year/degree** and **something fun (e.g. fav food/hobby/project/fav book/etc.)**
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

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