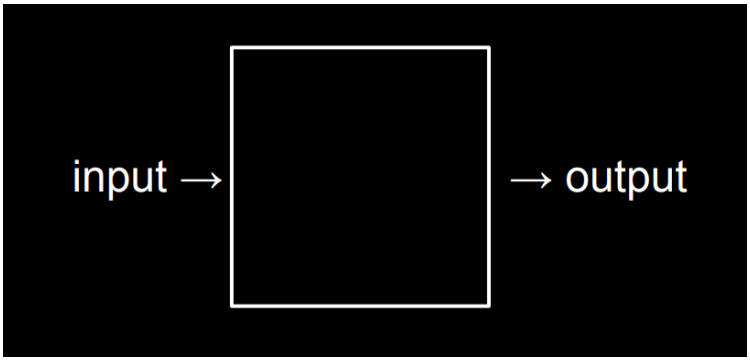
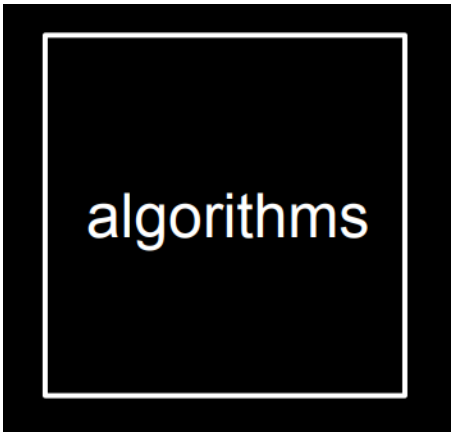
IT 105 – Principles of Programming

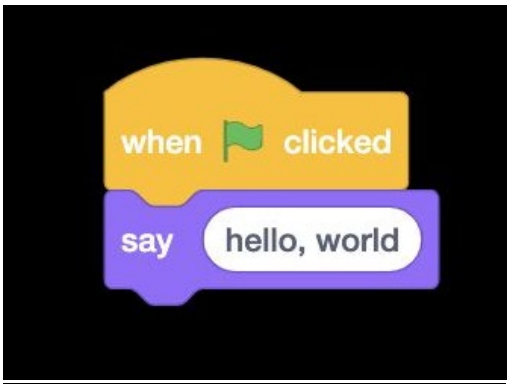
Day 02

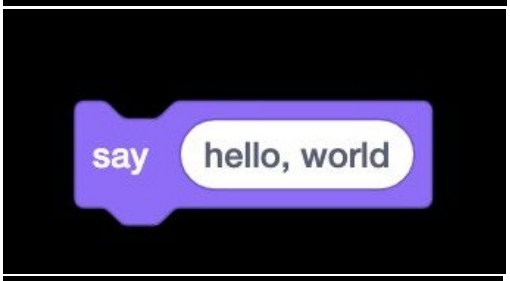
1. Role Call / Names.
2. Bring laptops each class.
3. Review Guidelines for Discussion: https://docs.google.com/presentation/d/1CuOUrjHCFbnlC12Tykht0-VSBev7Oaa8SNbYbYB-qDY/present?ueb=true&slide=id.g8bac821e94_0_95
4. How many have taken a programming course (at any level) previously?
5. "What ultimately matters in this course is not so much where you end up relative to your classmates but where you end up relative to yourself when you began." CS 50 – Harvard (edX)
6. 

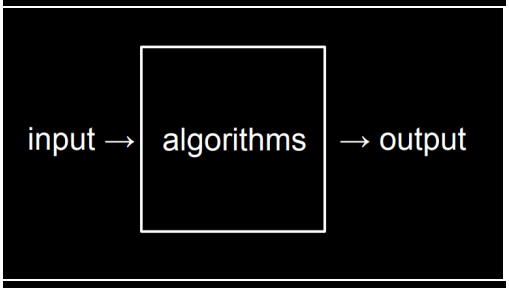
What are some input / output pairs?
x → f(x)
"Go to college" → debt / degree / knowledge / job and so on…
Drink Gatordate → more energy
7. In the context of computer science and information technology, especially programming, the "box" is algorithms…


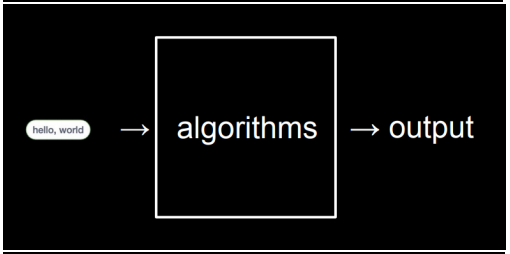
8. Break into small groups and devise a detailed algorithm to find a name in a phone book.

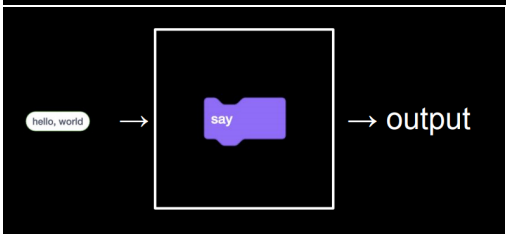
9. Guessing a integer/whole number between 0 and 999.
    a. How many “yes/no” questions to find integer/whole number?
    b. What if in addition to “yes/no” a “too high/too low” is given (output) if there is a “no?”
    c. Logarithmic… fast…
10. Scratch Intro

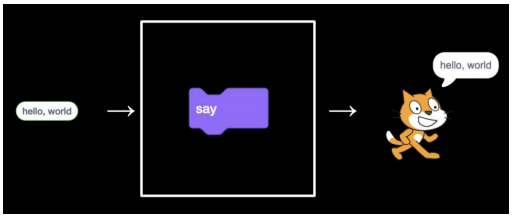








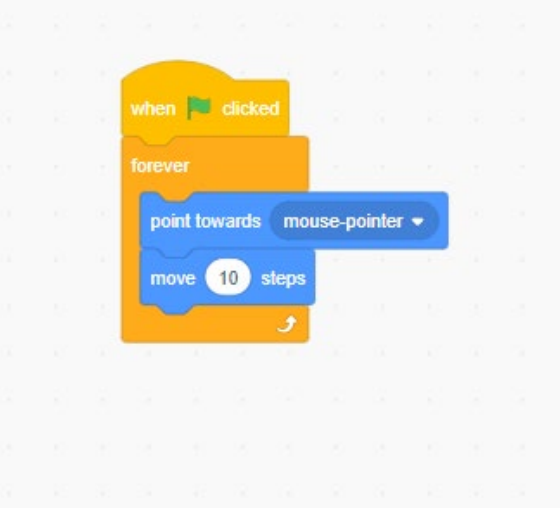




11. Scratch Lab
    a. Blocks (can right click and duplicate, delete, add, comment)
    b. “Hello, world!”
    c. Ask a question and respond
    d. Join

    e. Play sound
    f. Play sound and wait

    g. Point toward mouse



12. ScratchTutorials: https://scratch.mit.edu/projects/editor/?tutorial=all
13. Scratch Starter Projects: https://scratch.mit.edu/starter-projects
14. ***Simply Read/Watch*** the page: https://pages.github.com/