



CS 0007
Introduction to
Computer Programming

Luís Oliveira

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Welcome!

- My name is Luís (pronounced Loo-eesh, but I don't really care ©)
- I'm not from these parts as you can tell from my accent
 - I come from Portugal

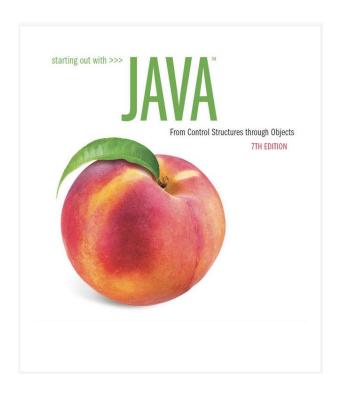
i before e except after c... and this guy's name!



- course site: luisfnqoliveira.github.io/CS0007
 - all the stuff I talk about today is on the course site
- email: loliveira@pitt.edu
- office: 5421 SENSQ (haha more like Zoom) (check site)
- office Hours: TBD (check the site)

Textbook

- Starting out with Java
 From Control Structures through Objects
 - 7th edition
 - If you have a previous edition it's fine
 - If you have another book on Java, check the table of contents
- I advise you to get a book on Java
 - You have been opted-in in Redshelf (It'll cost you \$)
 - You can opt-out until add/drop (check website)



Grading

- Classes are important
 - Some will be boring (today? ②)
 - Sometimes the slides alone may not be clear enough
 - Even from seasoned professors! (I know, I've been there!)
- Labs: 20%
 - Work done during recitation
- Quizzes: 10%
 - In recitation
- 3 projects: 30%
 - Programming projects using Java
- 2 exams: 40%
 - 1 midterms, 1 (semi-cumulative) final
 - Lowest grade 15%; highest is 25%

Expectations

- Religious absences are excused: contact me ASAP
- Students with disabilities should contact the Office of Disability Resources and Services (DRS) if you haven't already
 - 216 William Pitt Union; 412-648-7890; TTY:412-383-7355
- Please, no comments about sex, gender, race, ethnicity, religion, etc...
 - Anywhere!
 - Just be nice!
- Cheating: Don't!
 - 0 on assignment first time,
 - fail the course second time.
 - Do not publish your work in public palaces (no github!)
 - you can also talk about labs, but still no sharing stuff

DO NOT CHEAT!

- If you're confused, don't cheat, ask me for help?
 - Hot tips for not cheating:
 - 1. Don't!
 - 2. Do not!
 - You have LOTS of resources
 - Me! and the TA
 - Undergraduate Helpdesk (CRC)
- People can tell when you cheat
 - It is usually quite obvious!
 - So don't do it, it's not worth it!
 - The university is quite strict about it.

Teaching

- No questions are dumb!
 - NEVER BE AFRAID TO ASK THEM!
 - DON'T STRUGGLE IN SILENCE ON YOUR PROJECTS!!!!!!!
 - Classes taught without interaction are boring!!
- I cannot read your mind, or see your faces (remote \o/)
 - Interrupt me!
 - You can ask questions, and get the answers promptly!
 - Please... be interactive ②

FAQ

- Maybe the answer for my question is in the next slide. Should I ask?
 - Yes! I'll let you know if that's the case
- I'm sure I should know this. I shouldn't ask!
 - NO! Probably you should not know that yet! So just ASK!
 - NO! Maybe you should know, BUT you don't... So ASK!
- I'm embarrassed I don't want to ask
 - That's fine! But don't be! Others will have the same question! I assure you!
 - But if you want, write the question down, send it to me privately!
 - BUT ASK!!!! (later)
- Should I ask?
 - YES! Interrupt me at any time!!!
 - Like now? INTERRUPT ME!!!

Goals for this course

Think computer:

- Understand common programming grammar (usage and limitations)
- Create a solution for a problem (this is the actual hard part!)
- Practice-practice

Read computer:

- Analyse and critique Java code written by someone else
- Looking at code and understand what's going on!
- You will need to understand other people's code

Speak computer:

- Write algorithms and implement them (in Java)
- Binary and how does it limit us when writing a program
- Programming How to convert a solution into something the computer can do