

CSC 211: Computer Programming

Introduction

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Department of Computer Science and Statistics
University of Rhode Island

Summer 2022



Original design and development by Dr. Marco Alvarez

Team

- Instructors
 - ✓ Michael Conti
- Undergraduate Courses
 - ✓ URI 101, **CSC 211**, CSC 491 , CSF 202, CSF 432, CSF 434
- Graduate Courses
 - ✓ CSF 534
 - ✓ CSF 590

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Team

- Undergraduate TAs
 - ✓ Arlen Dumas
 - ✓ Libbania (Libby) Reyes

Welcome !

- Lectures
 - ✓ Tu/Wed 1:00 - 2:50p @ Library 166
- Labs
 - ✓ Thurs 1:00 - 2:50p @ Library 166
- Discussion Sections (80% == +5 on final exam)
 - ✓ @ Arlen - Tuesday ~ 4p - 5p
 - ✓ @ Libby - Thursday ~ 4p - 5p

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Office Hours

- Monday
 - ✓ Libby (Tyler 52) 4p - 5p
 - ✓ Arlen (Tyler 49) 4p - 5p

- Tuesday
 - ✓ Libby (Tyler 52) 9a - 11a
 - ✓ Arlen (Tyler 49) 9a - 11a

- Wednesday
 - ✓ Libby (Tyler 52) 4p - 5p
 - ✓ Arlen (Tyler 49) 4p - 5p

CSC 211?

• Introduction to Programming

- ✓ focus on **problem solving**

Language of choice: **C/C++**.
Prior programming experience is not strictly necessary.

• Computer Programming

- ✓ Basic CS constructs, OOP (classes, objects, inheritance, polymorphism, encapsulation)

• Review of elementary CS techniques, algorithms and data structures

- ✓ e.g. recursion, sorting, stack/heap

Prerequisites: **CSC 106** or major in Computer Engineering

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Tentative Schedule

Week	Topics	Resources
Week 1	Lecture - Introduction to 211, Computer Systems, Programming Languages Lab - Hello 211, IDE Setup, Basic Shell Commands Reading - Savitch, Chapter 1	Lecture Slides
Week 2	Lecture - Problems/Algorithms/Programs, History of C++, The Compiler Lecture - C++ Basics, Input/Output, Data Types, Expressions Lab - Algorithms, Problem Design, Pseudo-code Exercises Reading - Savitch, Chapter 2	Lecture Slides Lecture Slides Lab Assignment00
Week 3	Lecture - Number Systems, Further look into DataTypes Lecture - Expressions, Selection Statements Assignment - Assignment 0 Lab - Programming Exercises (branching) Reading- Savitch, Chapter 3	Lecture Slides Lecture Slides Lab
Week 4	Lecture - Introduction to Loops (for) Lecture - Loops (while, do while) and Nested Loops (examples) Assignment - Assignment 1 Lab - Programming Exercises (loops and nested loops) Reading- Savitch, Chapter 3	Lecture Slides Lecture Slides Lab Assignment01

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Tentative Schedule

Week 5	Lecture - Functions Lecture -Scope of Variables, Parameter passing, Call Stack Lab - Using the Debugger, Programming Exercises (functions) Reading - Savitch, Chapter 4 Reading - Savitch, Chapter 5	Lecture Slides Lecture Slides Lab
Week 6	Lecture - Arrays, Arrays and Functions Exam - Midterm Exam (weeks 1 to 5) Lab - Strings (C style strings and string objects) Assignment - Assignment 2 Reading - Savitch, Chapter 7 Reading - Savitch, Chapter 8	Lecture Slides Lecture Slides Lab Assignment02
Week 7	Lecture - Basic Sorting Lab - Basic sorting algorithms	Lecture Slides Lecture Slides Lab
Week 8	Lecture - Multidimensional Arrays Lecture - Pointers Lab - Programming Exercises (pointers) Reading - Savitch, Chapter 9	Lecture Slides Lecture Slides Lab

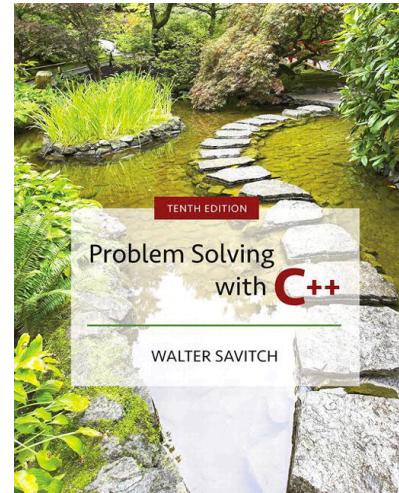
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Tentative Schedule

Week 9	Assignment - Assignment 3 Lecture - Recursion and Examples Lecture - Recursion (cont.) and Examples Lab - Programming Exercises (tracing recursion, drawing recursion trees)	Lecture Slides Lecture Slides Lab
Week 10	Lecture - Binary Search Lecture - Advanced Recursion (Backtracking), Structs Lab - Advanced Recursive Problems	Lecture Slides Lecture Slides Lab
Week 11	Assignment - Assignment 4 Lecture - Classes, Data Members and Methods (Encapsulation) Exam - Midterm Exam (weeks 6 to 10) Lab - Implementing Classes (source/headers), Arrays and Objects	Lecture Slides Lecture Slides Lab
Week 12	Lecture - Constructors Lecture - Dynamic Memory Allocation, Destructors Lab - Developing a string Class (overloaded operators and copy constructors) Reading - Savitch, Chapter 14	Lecture Slides Lecture Slides Lab
Week 13	Lecture - Class Inheritance Lecture - Singly Linked Lists Lab - STL Containers, read/write from files, and CLAs Reading - Savitch, Chapter 15	Lecture Slides Lecture Slides Lab
Week 14	Exam - Final Exam (cumulative with focus on weeks 11 to 14)	None

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Required textbook



No need to buy
MyLab
Programming

URI CAMPUS STORE
THE UNIVERSITY OF RHODE ISLAND

amazon

Pearson

C/C++?

Recommended Tools

- ✓ although you are free to use **any IDE on any platform**, we will grade all assignments using **g++ on a Linux machine**
- ✓ CS50 IDE is **recommended!**
- ✓ alternatives:
 - ✓ vim, g++, gdb (running on Linux)
 - ✓ VSCode ~ best alternative option

CS50 IDE

A screenshot of the CS50 IDE interface. At the top, there's a menu bar with File, Edit, Find, View, Go, and a Share button. Below the menu is a toolbar with icons for file operations. The main area has two tabs: one for 'hello.c' which contains the C code for a 'hello world' program, and another for a terminal window. The terminal window shows the command 'make hello' being run, with the output 'hello' appearing. On the right side of the interface, there are buttons for Collaborate, Outline, and Debugger.

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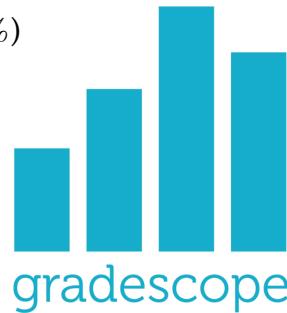
Grading (subject to change)

Assignments

- ✓ ~5 programming assignments (25%)
- ✓ Lab attendance (10%)
- ✓ Weekly Programming Challenges (10%)

Exams

- ✓ 2 exams (30%)
- ✓ 1 final exam (25%)



All exams are based on textbook chapters and lecture materials

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Plagiarism

File 1	File 2	Lines Matched
spring-19/submit_15826983/functions.cpp (89%)	spring-19/submit_15857164/functions.cpp (94%)	167
spring-19/submit_15858590/functions.cpp (47%)	spring-19/submit_15860745/functions.cpp (88%)	161
spring-19/submit_15845050/functions.cpp (52%)	spring-19/submit_15859763/functions.cpp (64%)	151
spring-19/submit_15845050/functions.cpp (50%)	spring-19/submit_15854554/functions.cpp (42%)	122
spring-18/submit_6696725/functions.cc (48%)	spring-18/submit_6706969/functions.cc (66%)	91
fall-18/submit_9926006/functions.cpp (72%)	spring-19/submit_15843429/functions.cpp (61%)	128
spring-18/submit_6697832/functions.cc (56%)	spring-18/submit_6706969/functions.cc (60%)	117
spring-18/submit_6696725/functions.cc (44%)	spring-18/submit_6701298/functions.cc (44%)	85
spring-19/submit_15849001/functions.cpp (66%)	spring-19/submit_15856189/functions.cpp (73%)	189
fall-18/submit_9867275/functions.cpp (89%)	spring-19/submit_15860062/functions.cpp (65%)	179
spring-19/submit_15861942/functions.cpp (87%)	spring-19/submit_15863011/functions.cpp (85%)	132
spring-19/submit_15856189/functions.cpp (68%)	spring-19/submit_15857164/functions.cpp (67%)	122
fall-18/submit_9933156/functions.cpp (73%)	spring-19/submit_15857316/functions.cpp (49%)	128
spring-19/submit_15826983/functions.cpp (58%)	spring-19/submit_15856189/functions.cpp (61%)	105
spring-18/submit_6712472/functions.cc (67%)	spring-18/submit_6712960/functions.cc (64%)	149
spring-18/submit_6701298/functions.cc (35%)	spring-18/submit_6706969/functions.cc (48%)	58
spring-18/submit_6696725/functions.cc (35%)	spring-18/submit_6697832/functions.cc (44%)	92
spring-19/submit_15861491/functions.cpp (65%)	spring-19/submit_15861942/functions.cpp (74%)	150
spring-19/submit_15856342/functions.cpp (42%)	spring-19/submit_15858250/functions.cpp (45%)	112
spring-19/submit_15862600/functions.cpp (66%)	spring-19/submit_15863011/functions.cpp (71%)	96
spring-19/submit_15861491/functions.cpp (64%)	spring-19/submit_15863011/functions.cpp (71%)	138
spring-19/submit_15861809/functions.cpp (59%)	spring-19/submit_15862609/functions.cpp (46%)	116
fall-18/submit_9936095/functions.cpp (61%)	spring-18/submit_6700982/functions.cc (42%)	67
spring-19/submit_15861942/functions.cpp (68%)	spring-19/submit_15862609/functions.cpp (62%)	86
spring-19/submit_15849001/functions.cpp (49%)	spring-19/submit_15857164/functions.cpp (54%)	155
spring-19/submit_15857164/functions.cpp (53%)	spring-19/submit_15862216/functions.cpp (53%)	125
spring-19/submit_15862555/functions.cpp (57%)	spring-19/submit_15862609/functions.cpp (44%)	107
fall-18/submit_9856744/functions.cpp (61%)	spring-19/submit_15827542/functions.cpp (47%)	149

Example

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Programming Assignments

- Discussions and collaboration are allowed, however you **must write your own code**
- All programming assignments will be **automatically** graded on [Gradescope](#)
 - late submissions are **NOT** accepted

Plagiarism?

- just **don't do it**
- if you get caught (chances are very high), your name(s) will be immediately reported for further sanctions

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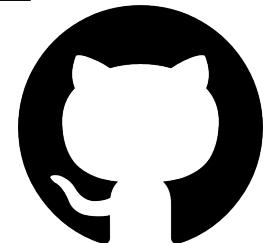
Where are assignments / labs hosted?

GitHub

<https://github.com/mikeconti/csc211-summer2022>

Piazza

Resources > Assignments



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How to succeed in this class?

- I do not spend time taking attendance ... but ...
 - ✓ students skipping lectures will (very) likely **fail** this class
- **Organize** your time
 - ✓ lectures, labs, discussion sections, programming assignments, exams
- **Participate** and think critically
 - ✓ ask questions (lectures, labs, discussion sections, office hours, Piazza)
- Start assignments **early**
 - ✓ programming and debugging takes time (especially for all/nothing grading)
 - ✓ **avoid** copying/pasting or google'ing answers by all means

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How to succeed in this class?

- Skim related textbook section / chapter before coming to lecture
 - ✓ read thoroughly afterwards and solve problems/exercises
- Do not expect assignment solutions from the TAs
- Think before you code
 - ✓ write pseudocode on paper
- Write code incrementally
 - ✓ write, compile, test frequently

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Need help?

- Come to **Office Hours**
- Post questions on **Piazza**
 - ✓ answer questions, share information
- Attend discussion sessions

piazza

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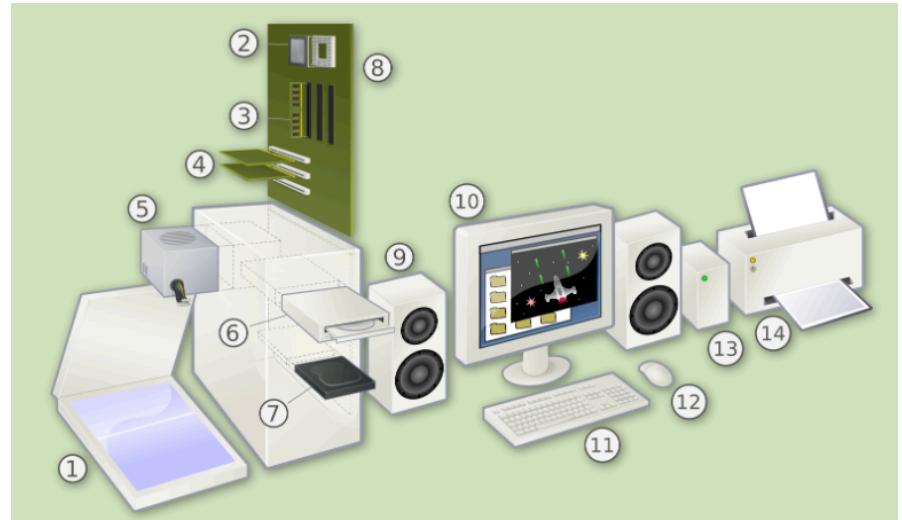
Final Thoughts on CSC 211 intro

- Understand what motivates you
- Don't succeed for me, succeed for you
- Everyone has a different starting place
 - ✓ Determination is the **most important** predictor for success.
- Your code matters
 - ✓ Great power comes with great responsibility

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Computer Systems

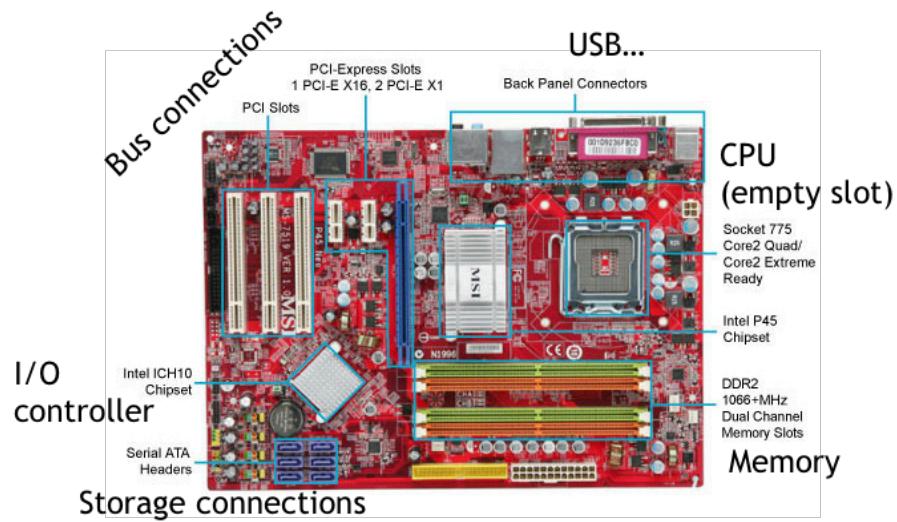
Computer Components



<https://bjc.edc.org/bjc-r/cur/programming/6-computers/1-abstraction/07-digital-components.html>

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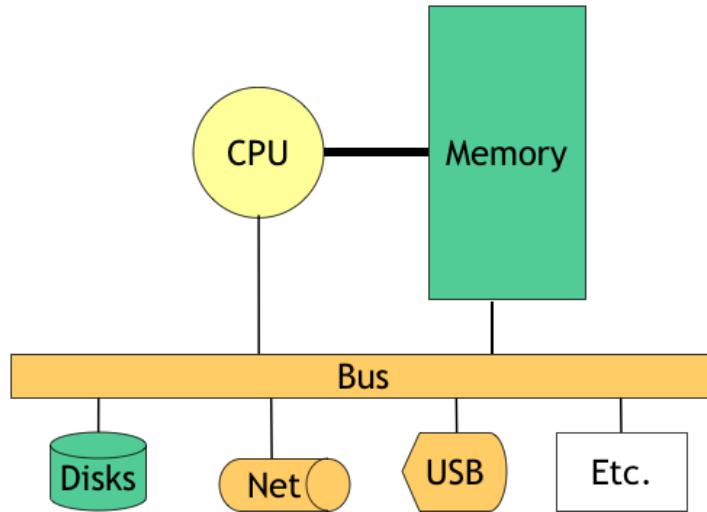
Inside a typical computer/laptop



from: CSE 351, University of Washington

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Von Neumann model

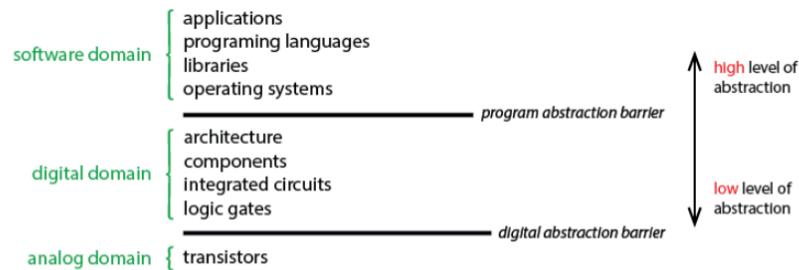


from: CSE 351, University of Washington

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Abstraction Layers

"the process of removing physical, spatial, or temporal details or attributes in the study of objects or systems in order to focus attention on details of higher importance" [wikipedia]



Different people might draw this diagram slightly differently, so don't try to memorize all the levels. The key abstraction levels to remember are software, digital computer hardware, and underlying analog circuit components.

<https://bjc.edc.org/bjc-r/cur/programming/6-computers/1-abstraction/01-abstraction.html>

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High-Level and Low-Level Languages

A *high-level language* (like Snap! or Scheme) includes many built-in abstractions that make it easier to focus on the problem you want to solve rather than on how computer hardware works. A *low-level language* (like C) has fewer abstractions, requiring you to know a lot about your computer's architecture to write a program.

Snap, Scheme, Prolog, Lisp

JavaScript, Python, Java, Alice, Scratch

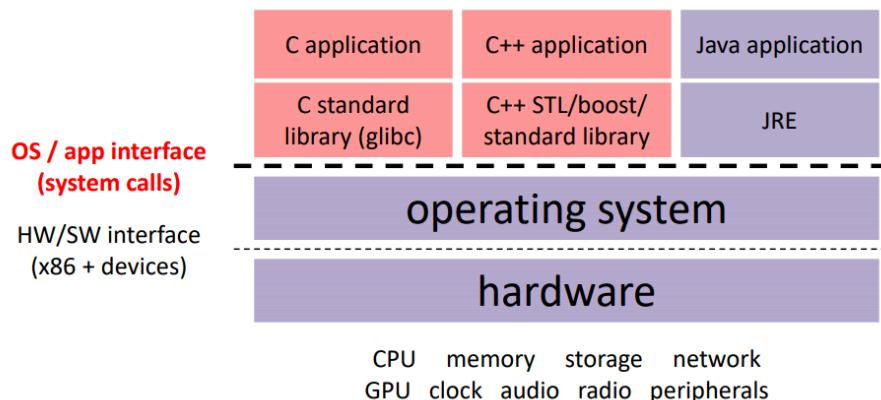
C, C++



<https://bjc.edc.org/bjc-r/cur/programming/6-computers/1-abstraction/03-software-languages.html>

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Programming applications



from: CSE 333, University of Washington

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Compiling C code

```
void sumstore(int x, int y,
              int* dest) {
    *dest = x + y;
}
```

C source file
(sumstore.c)

C compiler (gcc -S)

```
sumstore:
    addl    %edi, %esi
    movl    %esi, (%rdx)
    ret
```

Assembly file
(sumstore.s)

Assembler (gcc -c or as)

```
400575: 01 fe
          89 32
          c3
```

Machine code
(sumstore.o)

C compiler
(gcc -c)

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from: CSE 333, University of Washington

Multiple targets

Source code

Different applications or algorithms

Compiler

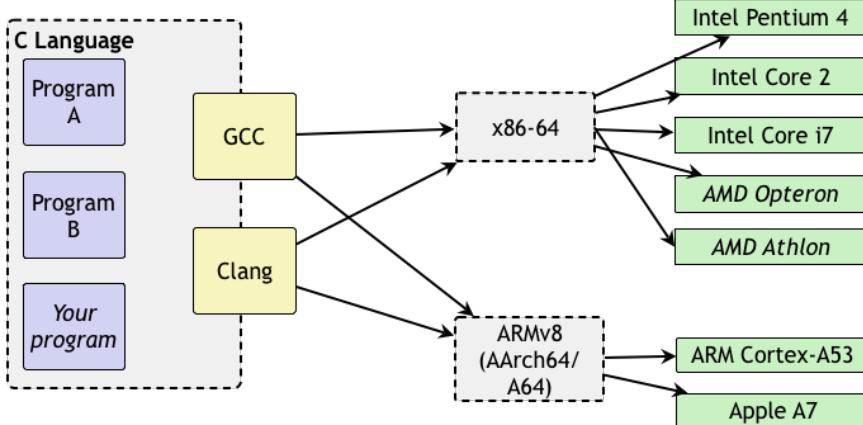
Perform optimizations, generate instructions

Architecture

Instruction set

Hardware

Different implementations



from: CSE 351, University of Washington

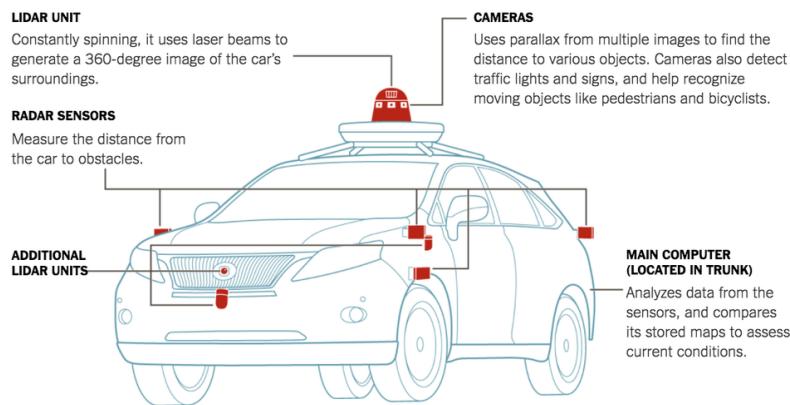
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Devices everywhere



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Devices everywhere



<https://www.nytimes.com/2018/03/19/technology/how-driverless-cars-work.html>

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// TODOs

- A00 is out ~ paper on history of CS
- Get a group (4 - 5 members)

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