

MPATE-GE 2618: C Programming for Music Technology

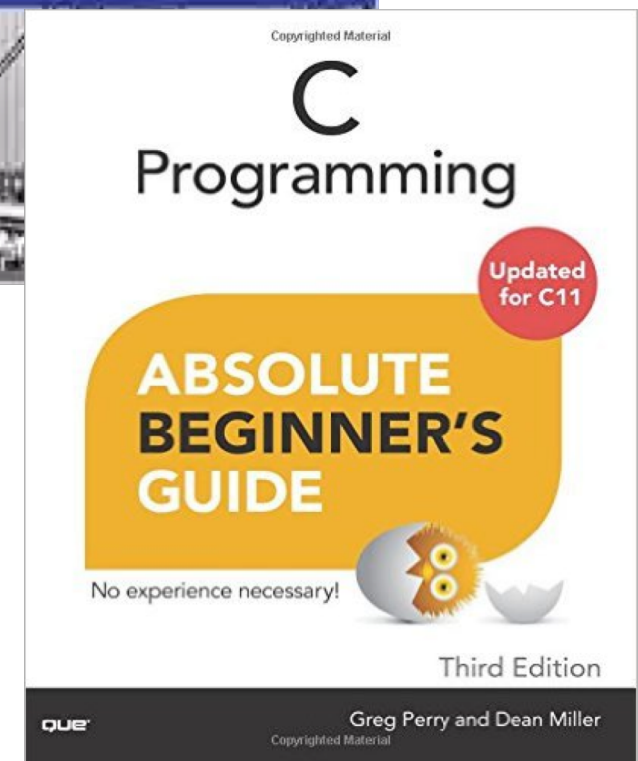
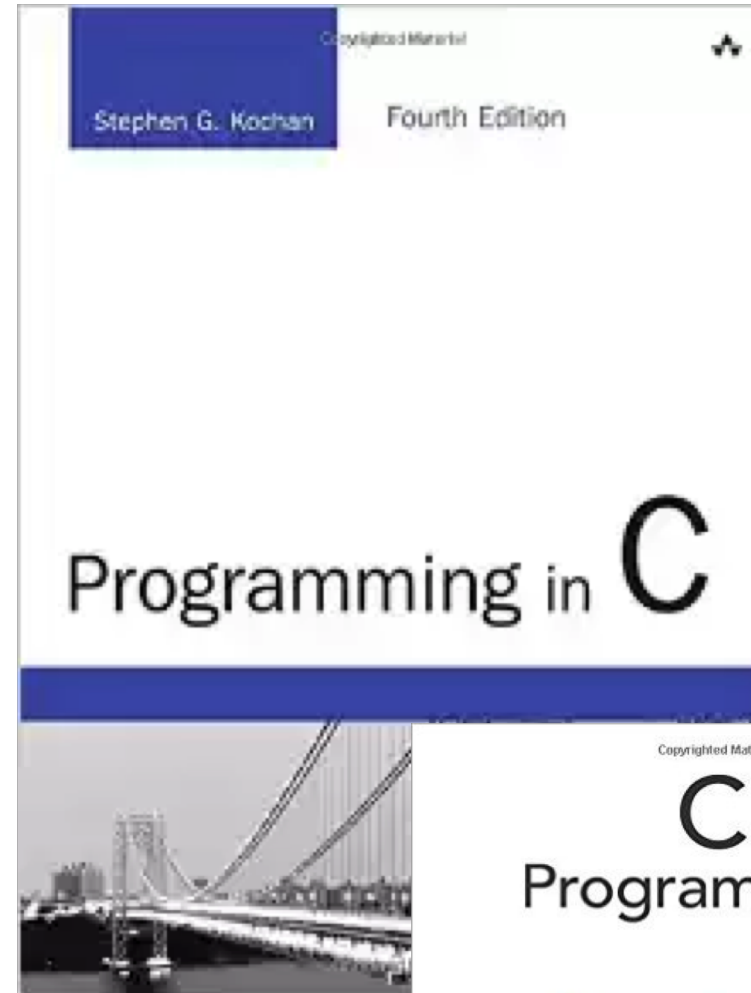
Introduction

Course Requirements

- No programming experience assumed!
- Must have laptop
 - MAC OS X
 - Windows (7 or 10)
- Bring computer to lab
 - We will begin programming problems in lab
 - You finish them on your own

Course Books

- Required text
 - *Programming in C*
 - I will assign reading from this book
- Optional text
 - *Absolute Beginner's Guide to C*
 - Valuable resource for those with no programming experience



Instructional Methodology

- Goal
 - Master programming in the C language and be able to use audio-related libraries
- Method
 - Lectures introduce material in a structured way
 - Actual learning occurs by doing the problem sets
- Lab time
 - Begin problem sets in lab
 - Opportunity for one-on-one guidance from instructor
 - Finish on your own

Organization

- Course website
 - See NYU Classes
- Problem sets
 - Plan on problem sets averaging 10-15 hours per week
 - Understanding or creating problem statement
 - Developing algorithms (design)
 - Programming (coding)

Course Grade

- Assessment: Lecture
 - 75% Problem sets
 - 25%. Final project
- Assessment: Lab
 - Lecture and Lab have same assignments and same grade

About the Course Instructor

Dr. Schuyler Quackenbush

- 15 years as Technical Staff at Bell Labs
- 17 years with my own company
 - www.audioresearchlabs.com
- 7 years teaching at NYU, Music Technology
 - Introduction to Audio Coding
 - C Programming
- Expert in speech and audio processing
- 30 years doing C/C++ programming

Contact Info and Office Hours

- Email: schuyler.quackenbush@nyu.edu
 - Email me with any questions
- Office hours:
 - Any day after class
 - Location: TBD (just ask me)

About the Lab Instructor

- Dirk Vander Wilt dfv200@nyu.edu

Getting Started

- First lab session will be about
 - setting up your computer
 - Writing, compiling and running HelloWorld.c
- Overview of course outline
 - CProgramming2019.xlsx