

CSC 211: Computer Programming

Introduction

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University of Rhode Island

Spring 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

2

Team

- Undergraduate TAs
 - ✓ John Ruscito
 - ✓ Denno Louis
 - ✓ Bilguuntur Munkhzay
 - ✓ Marie Mellor
 - ✓ Matt Hogan
 - ✓ Matt Kelley

Welcome !

- Lectures
 - ✓ Tu/Thr 2:00 - 3:15p @ White 113
- Labs
 - ✓ M 3:00p - 4:45p @ Tyler 055
 - ✓ Thr 3:30p - 5:15p @ Engineering 045
- Discussion Sections (80% == +5 on final exam)
 - ✓ @ Bilguuntur - Wednesday ~ 5p - 6p
 - ✓ @ John - Friday ~ 11a - 12p

3

4

Office Hours

- Monday
 - ✓ Denno - 9a - 1p
 - ✓ Marie - 11a - 12:30p
 - ✓ Bilguuntur - 5:00p - 8:00p
- Tuesday
 - ✓ Marie 10a - 12p
 - ✓ John - 11a - 2:00p
 - ✓ Matt - 3p - 4p
- Wednesday
 - ✓ Denno - 9a - 1p
 - ✓ Matt - 10a - 12p
 - ✓ Bilguuntur - 1p - 4p
- Thursday
 - ✓ Marie 10a - 12p
 - ✓ John - 11a - 2:00p
 - ✓ John - 5:00p - 7:00p
- Friday
 - ✓ Marie 10a - 12p
 - ✓ John - 12p - 4p

5

Scheduling

- ~ March 9th
- Paternity leave
 - ✓ No in-person lectures
 - Lecture videos will be posted each week at the day / time of in-person lectures
 - ✓ Labs / Office Hours / Exams will be in-person

6

CSC 211?

- Introduction to Programming
 - ✓ focus on **problem solving**
 - 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

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

7

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

8

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

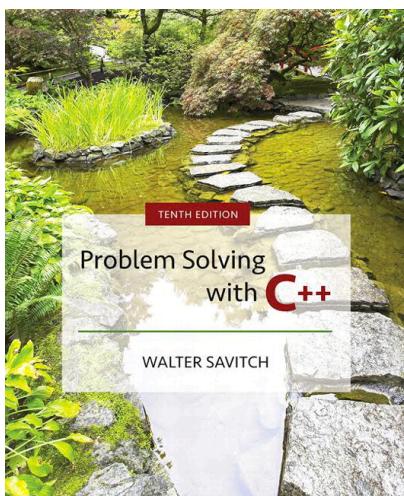
9

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

10

Required textbook



No need to buy
MyLab
Programming

URI CAMPUS STORE
THE UNIVERSITY OF RHODE ISLAND
DIVISION OF STUDENT AFFAIRS



C/C++?

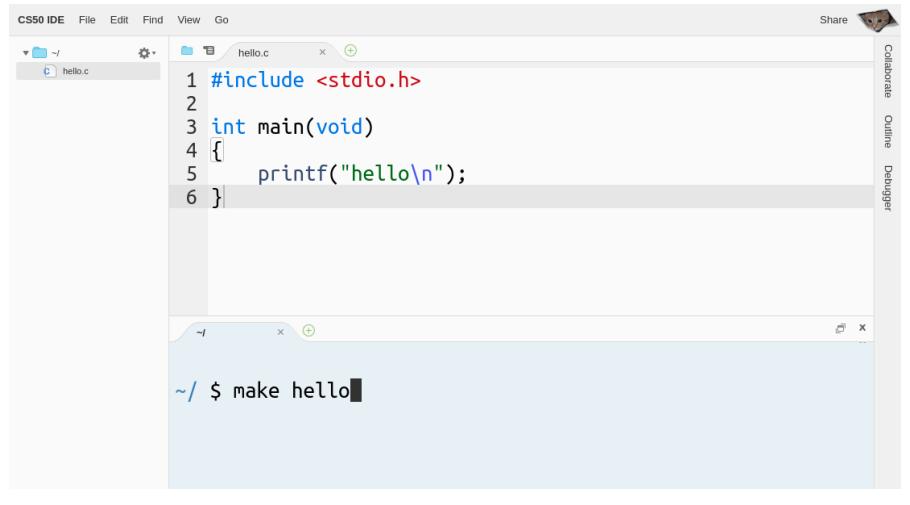
Recommended Tools

- ✓ 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**

11

12

CS50 IDE



The screenshot shows the CS50 IDE interface. The top menu bar includes File, Edit, Find, View, and Go. The main window displays a code editor with a file named 'hello.c' containing the following C code:

```
1 #include <stdio.h>
2
3 int main(void)
4 {
5     printf("hello\n");
6 }
```

Below the code editor is a terminal window showing the command `~/ $ make hello`. On the right side of the interface, there are tabs for Collaborate, Outline, and Debugger.

13

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

14

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

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 9926606/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 15862600/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

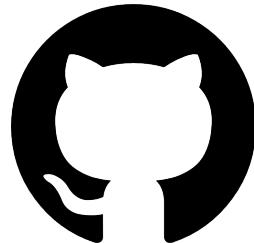
Example

15

16

Where are assignments / labs hosted?

- Github
 - <https://github.com/mikeconti/csc211-spring2022>
- Piazza
 - Resources > Assignments



17

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

18

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

19

Need help?

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

piazza

20

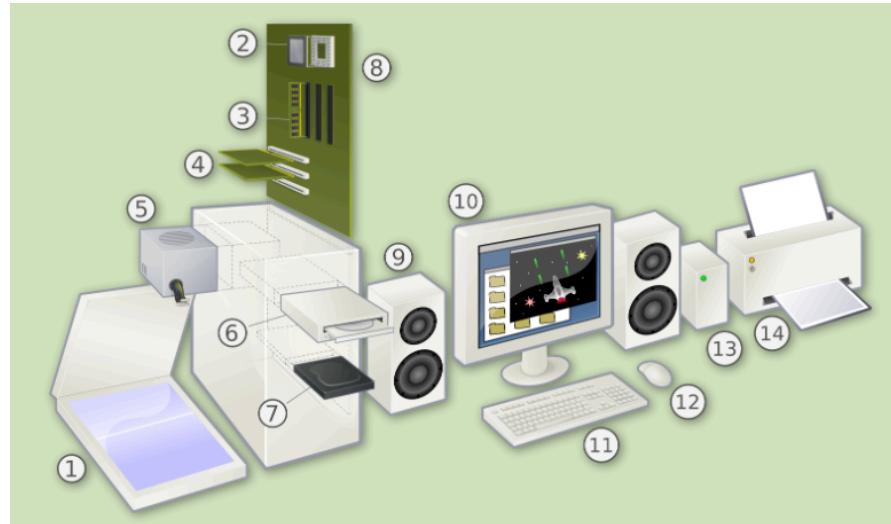
Final Thoughts on CSC 211 intro

- 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

21

Computer Systems

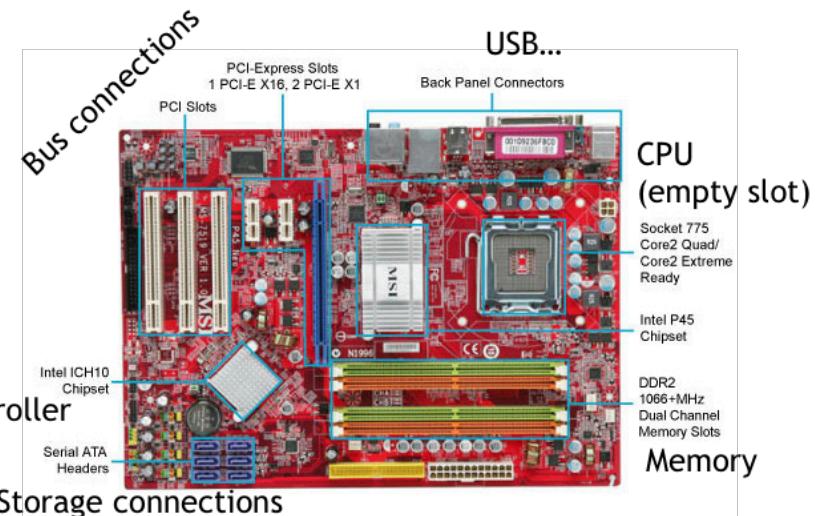
Computer Components



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

23

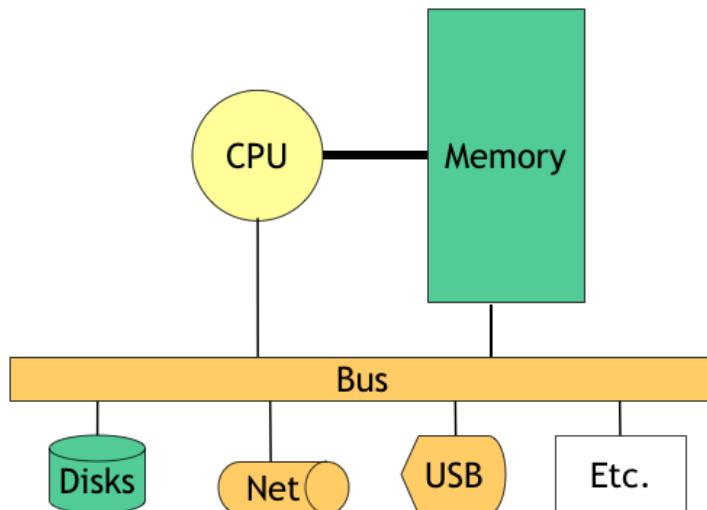
Inside a typical computer/laptop



from: CSE 351, University of Washington

24

Von Neumann model

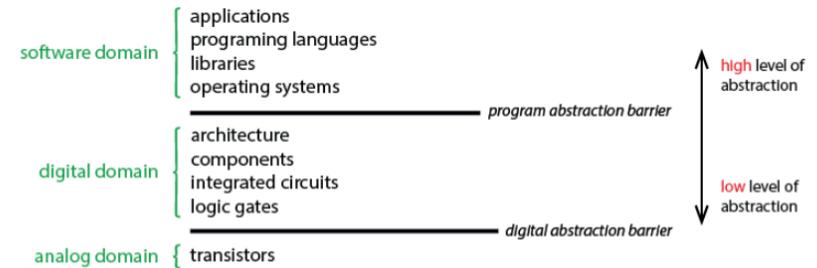


from: CSE 351, University of Washington

25

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>

26

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

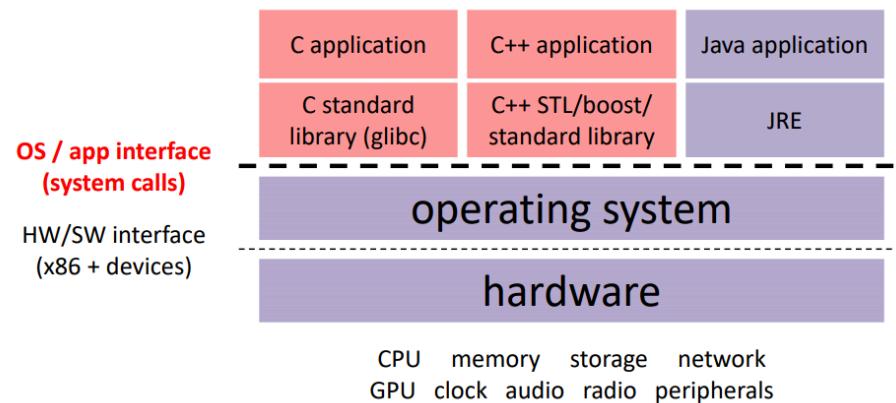
C, C++

high level languages
low level languages

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

27

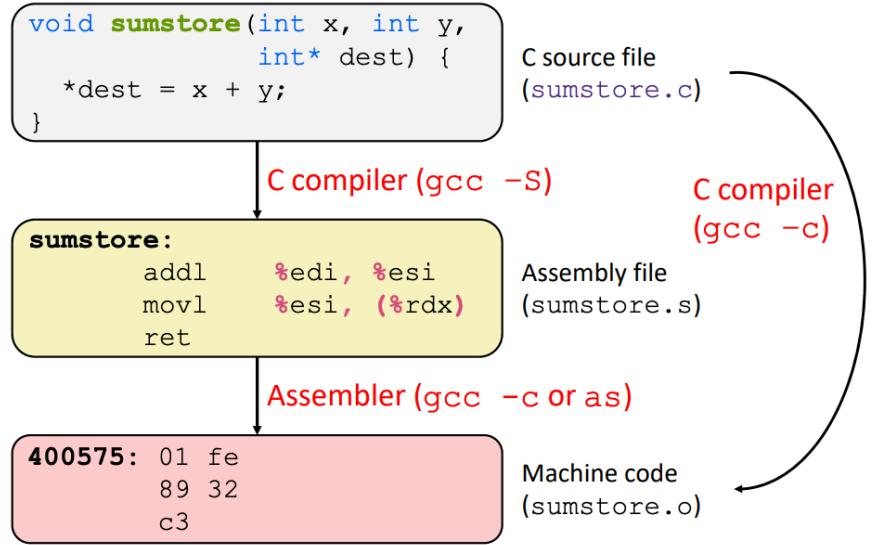
Programming applications



from: CSE 333, University of Washington

28

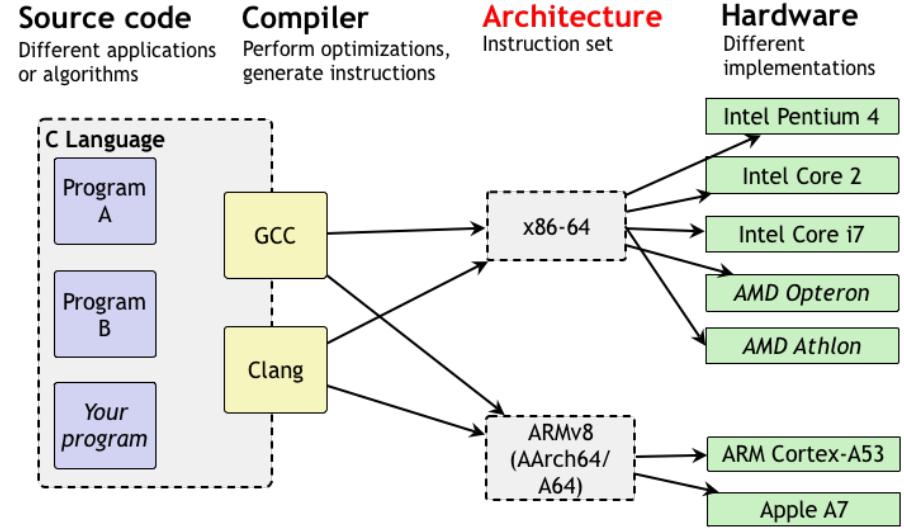
Compiling C code



from: CSE 333, University of Washington

29

Multiple targets



from: CSE 351, University of Washington

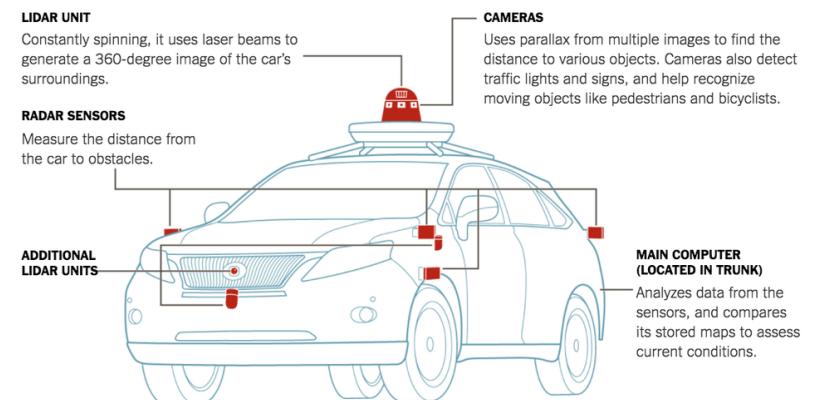
30

Devices everywhere



31

Devices everywhere



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

32

// TODOs

- A00 is out ~ paper on history of CS
- Get a group (4 - 5 members)
 - If you don't have a group by Sunday I will assign one to you

33

CSC 211: Computer Programming Introduction

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University of Rhode Island

Spring 2022



Original design and development by Dr. Marco Alvarez