### Welcome to CS106B!

## Who's Here Today?

- Aero/Astro
- Anthropology
- Art Practice
- Bioengineering
- Biology
- Business
- Chemical Engineering
- Chemistry
- Civil/Environmental Engineering
- Creative Writing
- Data Science
- East Asian Studies
- Economics

- Education
- Electrical Engineering
- Energy Resources Engineering
- English
- Environmental Systems Engineering
- FemGen
- Genetics
- History
- Human Biology
- Immunology
- International Relations
- Law
- Materials Science
- Mechanical Engineering

- Microbiology and Immunology
- Middle Eastern Languages / Culture
- MS&E
- Physics
- Political Science
- Product Design
- Psychology
- Public Policy
- Spanish
- Statistics
- STS
- Symbolic Systems
- SymSys
- Undeclared!

#### Course Staff

*Instructor*: Keith Schwarz (htiek@cs.stanford.edu)

**Head TA**: Kate Rydberg (rydbergk@stanford.edu)

The CS106B Section Leaders The CS106B Course Helpers

#### Course Website

https://cs106b.stanford.edu

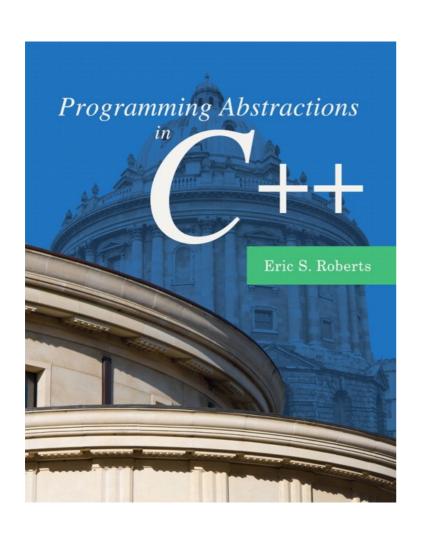
### Prerequisites

# CS106A

(or equivalent)

(check out our course placement handout if you're unsure!)

## Required Reading



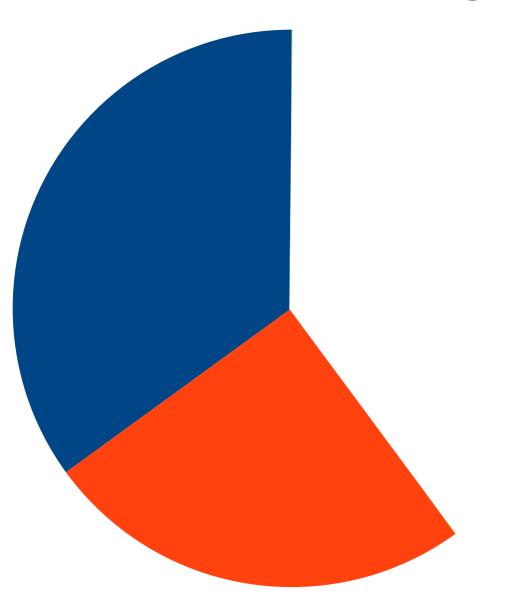
- Available in the bookstore. Some copies are on reserve in the Engineering library.
- We do recommend picking up a copy of this book, since it provides a lot of useful extra background information.



■35% Assignments

#### **Eight Assignments**

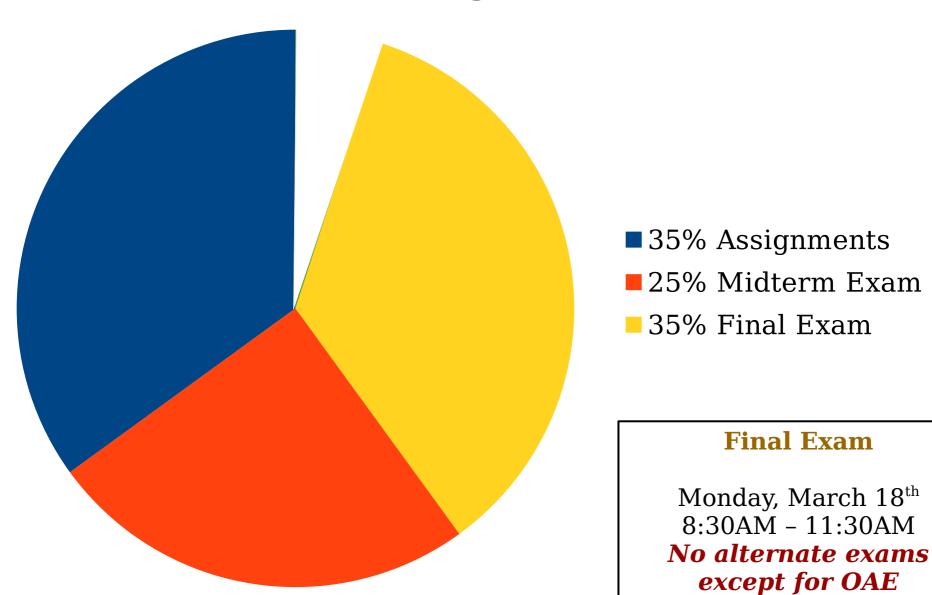
(One intro assignment that goes out today, seven programming assignments)



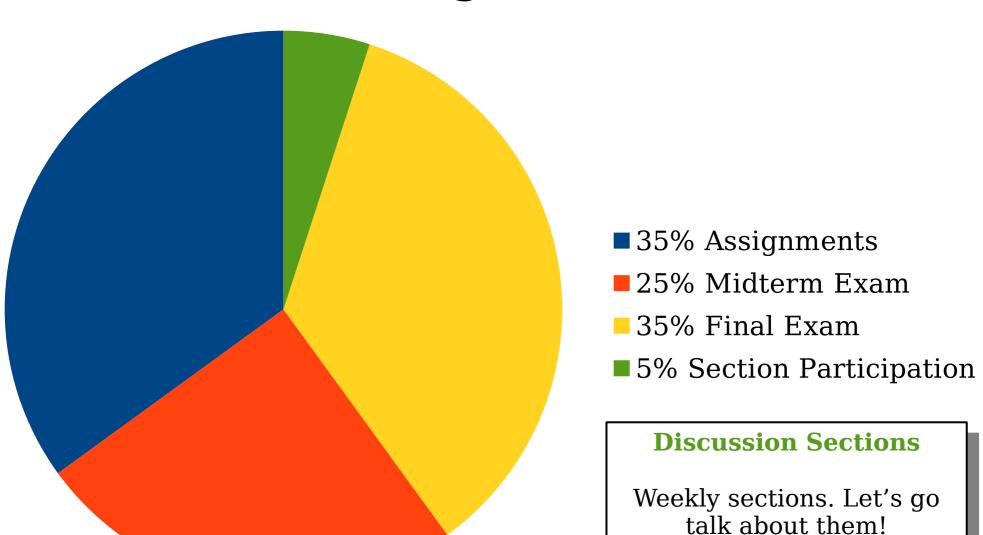
- 35% Assignments
- ■25% Midterm Exam

#### **Midterm Exam**

Tuesday, February 19<sup>th</sup>
7PM – 10PM
Location TBA



accommodations.



#### Discussion Sections

- There are weekly discussion sections in CS106B. Section attendance is required.
- Sign up between Thursday, January 10<sup>th</sup> at 5:00PM and Sunday, January 13<sup>th</sup> at 5:00PM by visiting

#### http://cs198.stanford.edu/section

• We don't look at Axess for section enrollments. Please make sure to sign up here even if you're already enrolled on Axess.

#### CS106S

- CS106S is an optional one-unit add-on course for CS106B that touches on applications of the material to civics, education, healthcare, and the like.
- This is "in addition to" rather than "instead of" regular section.e

### How Many Units?

```
int numUnits(bool isGrad) {
    if (isGrad) {
        return randomInteger(3, 5); // 3 to 5
    } else {
        return 5;
    }
}
```

## Getting Help



## Getting Help

- LaIR Hours!
  - Sunday Thursday, 7PM 11PM
  - Held in the first floor of Tresidder Student Union.
  - LaIR hours start next week.
- Kate's Office Hours in Gates B02
  - Tuesdays and Thursdays, 1:30PM 2:30PM.
- Keith's Office Hours in Gates 178
  - Tuesdays, 10:00AM 12:00PM.
  - Stop on by! I'm happy to chat about just about anything.

What's Next in Computer Science?

#### Goals for this Course

- Learn how to model and solve complex problems with computers.
- To that end:
  - Explore common abstractions for representing problems.
  - Harness recursion and understand how to think about problems recursively.
  - Quantitatively analyze different approaches for solving problems.

#### Goals for this Course

## Learn how to model and solve complex problems with computers.

#### To that end:

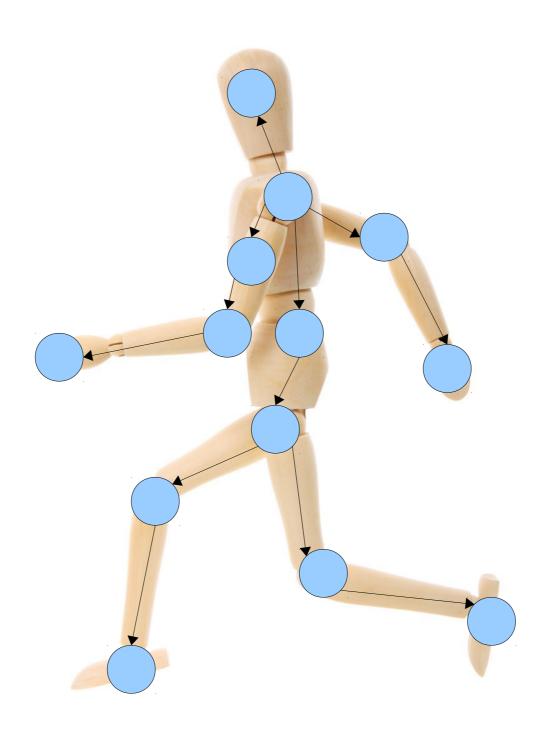
• Explore common abstractions for representing problems.

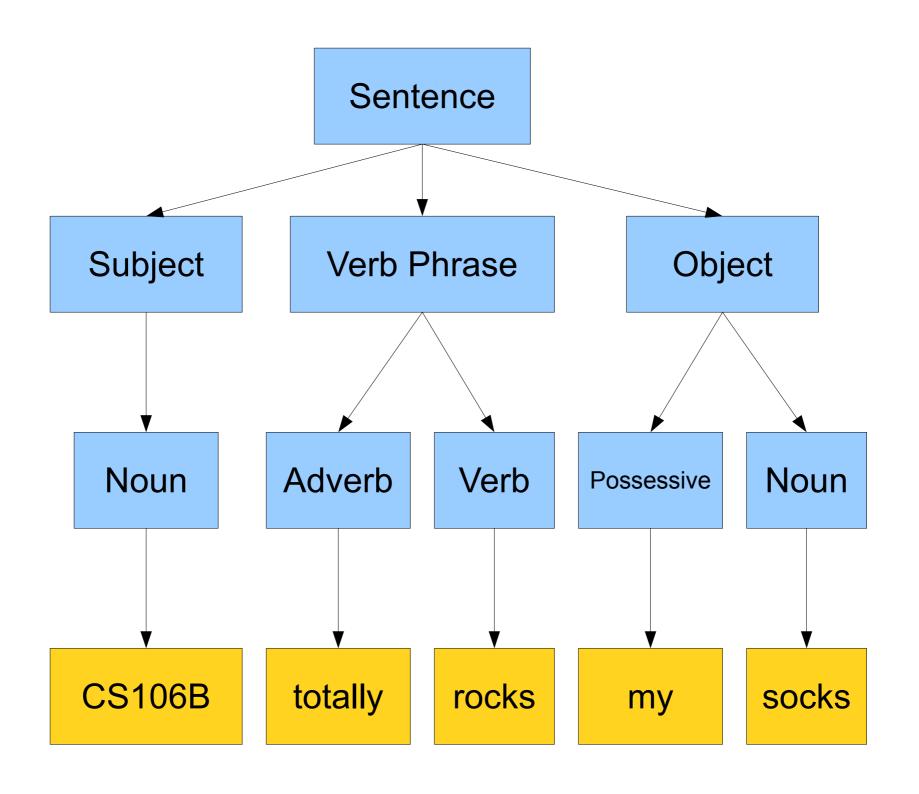
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Quantitatively analyze different approaches for solving problems.

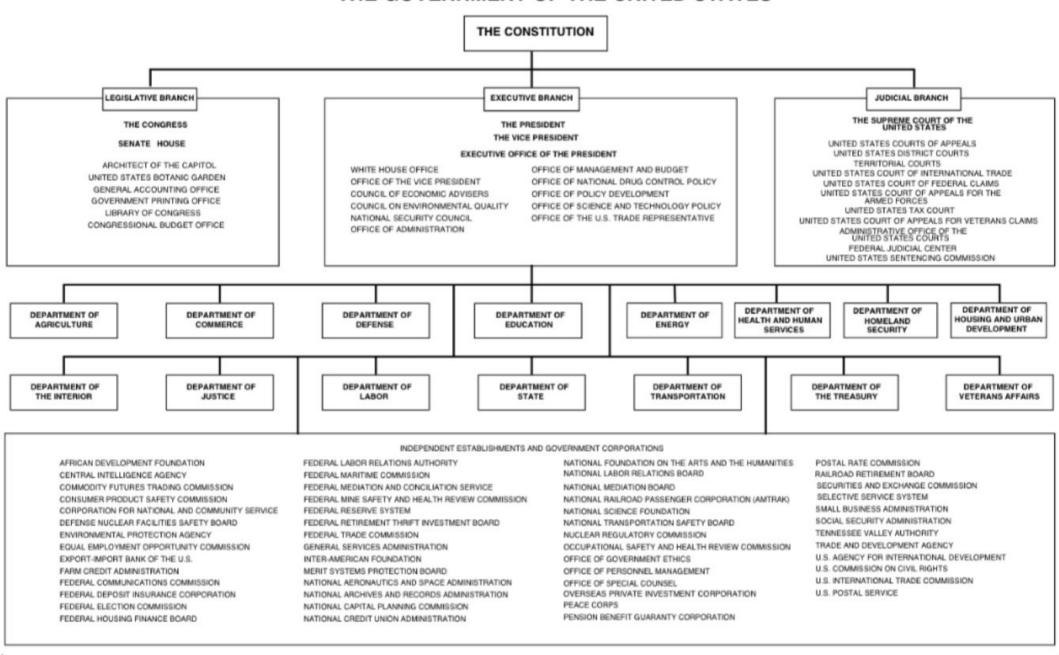


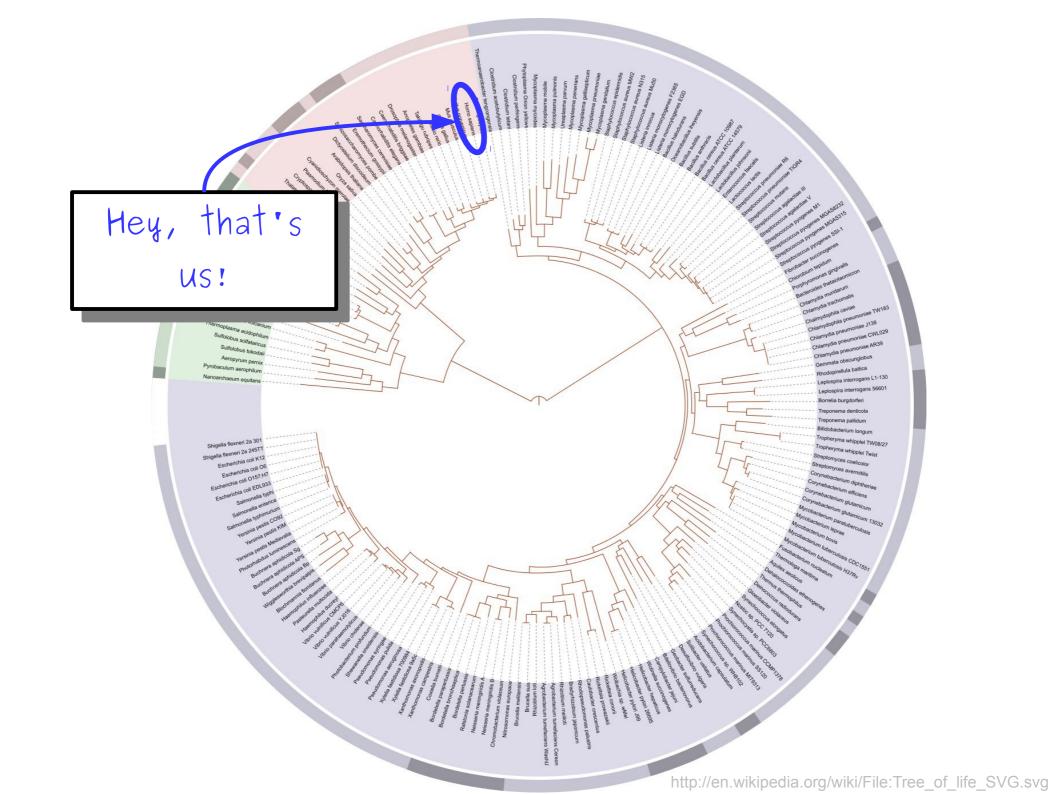
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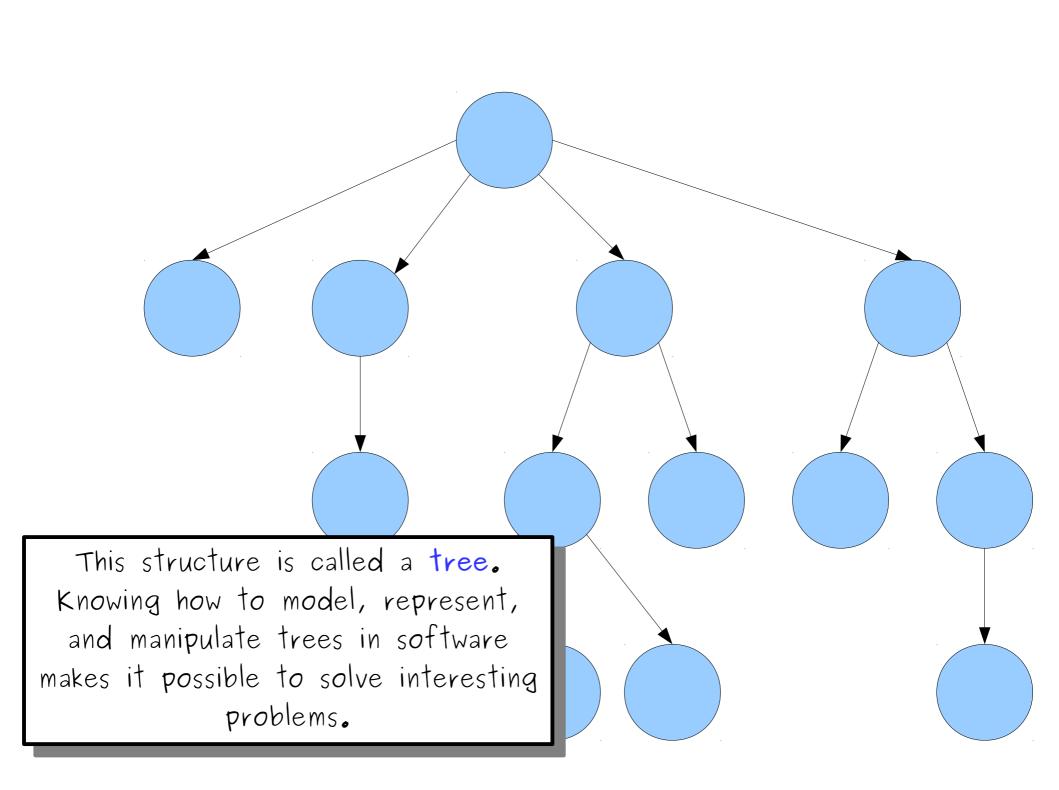




#### THE GOVERNMENT OF THE UNITED STATES



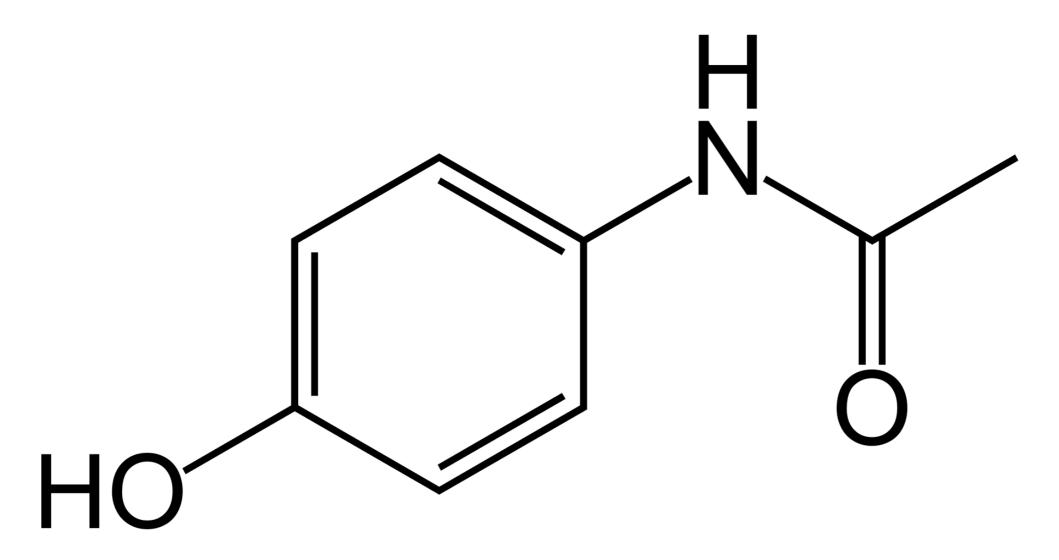




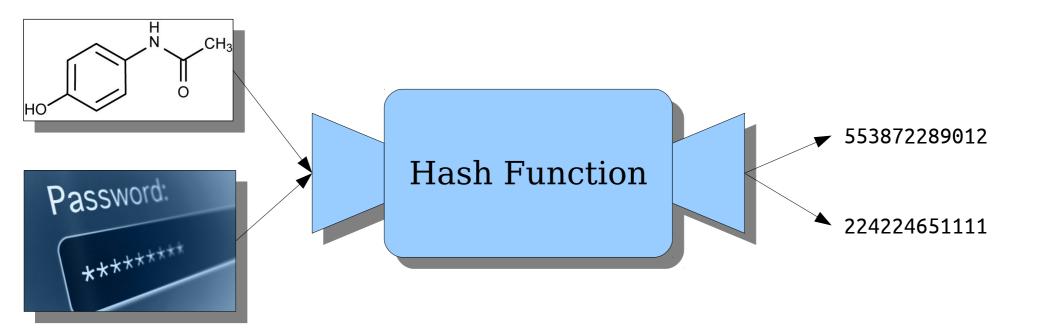
Building a vocabulary of *abstractions* makes it possible to represent and solve a wider class of problems.



How do we keep passwords secure when servers are hacked all the time?



How do we quickly check whether a chemical has already been discovered?



Inputs can be just about anything: strings, ID numbers, molecular shapes, passwords, etc.

Output is a seemingly random number that serves as a "fingerprint" of the input.

Building a vocabulary of *abstractions* makes it possible to represent and solve a wider class of problems.

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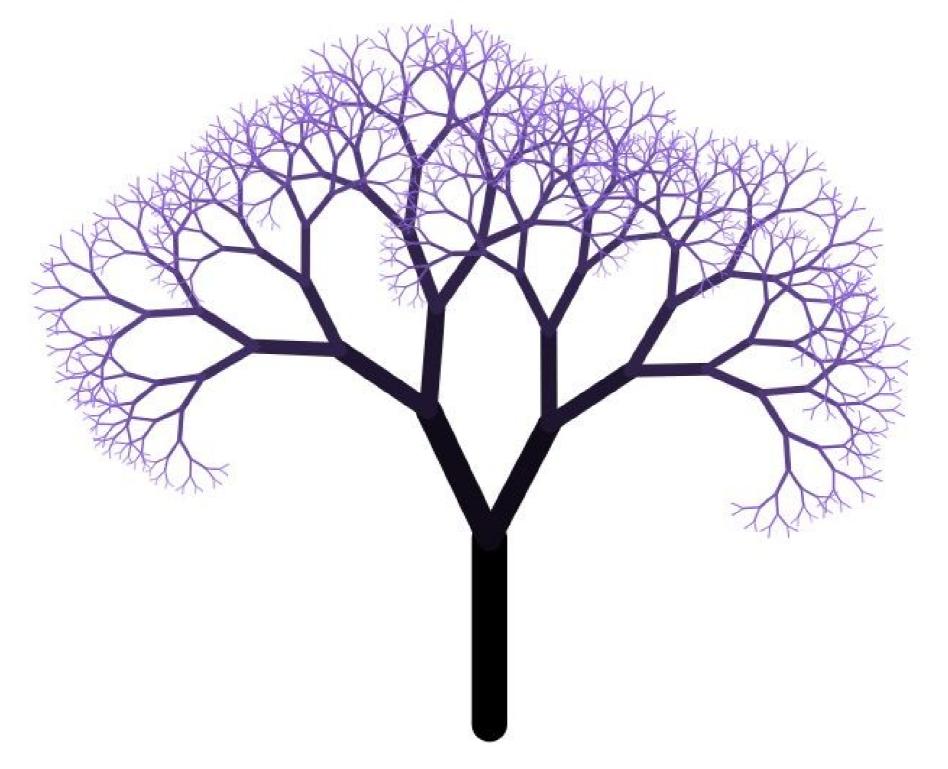
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To that end:

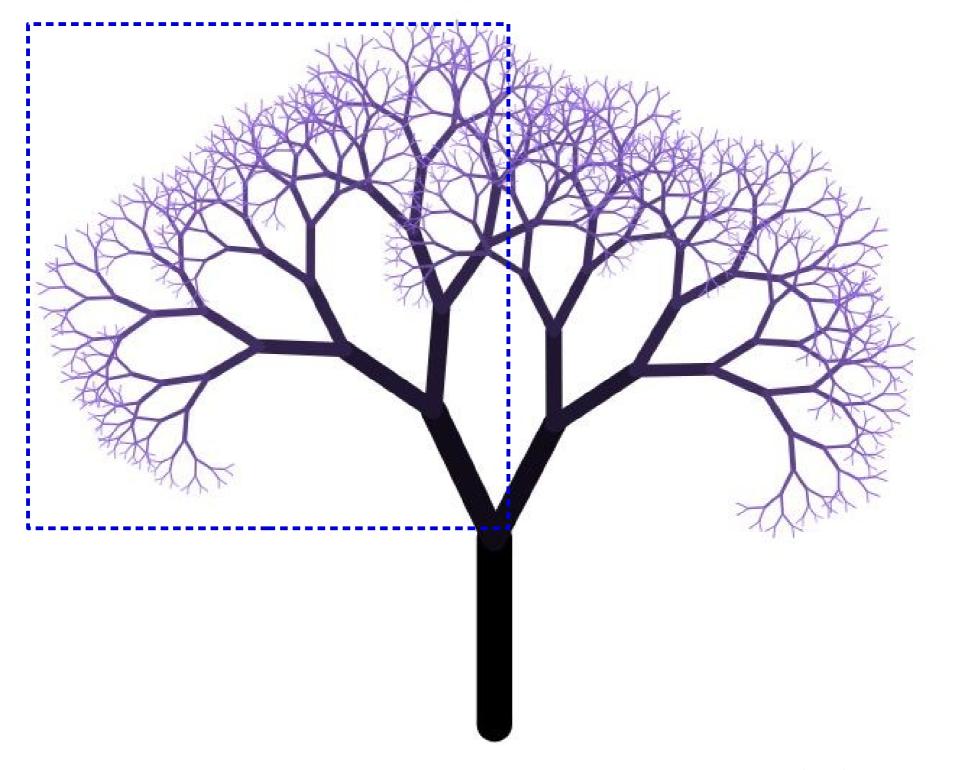
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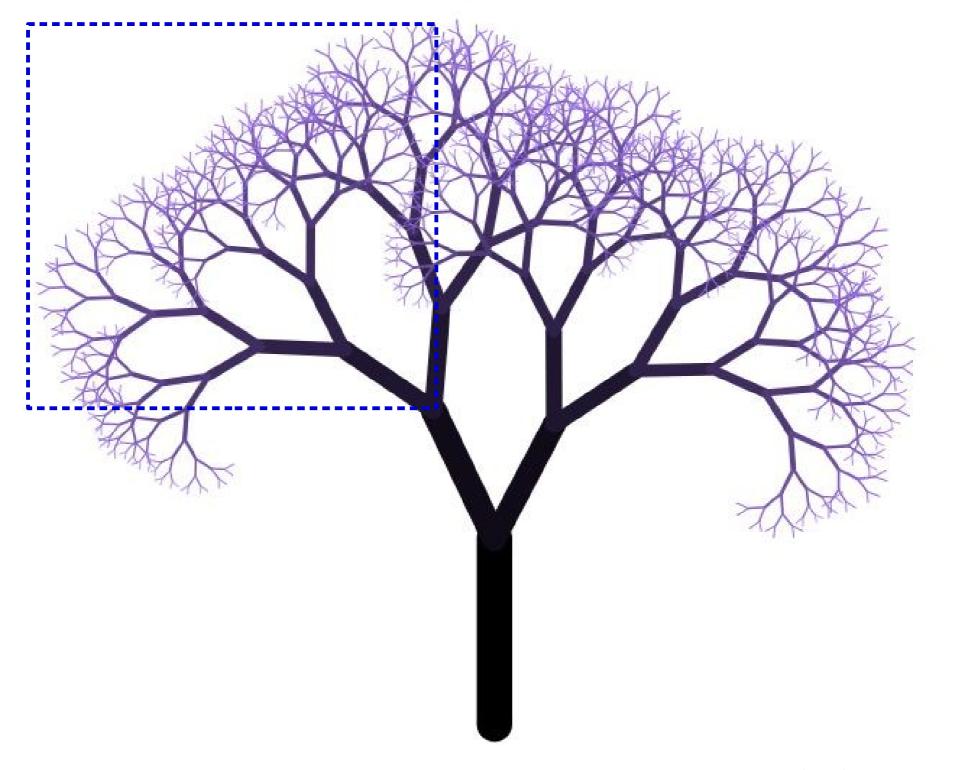
Quantitatively analyze different approaches for solving problems.



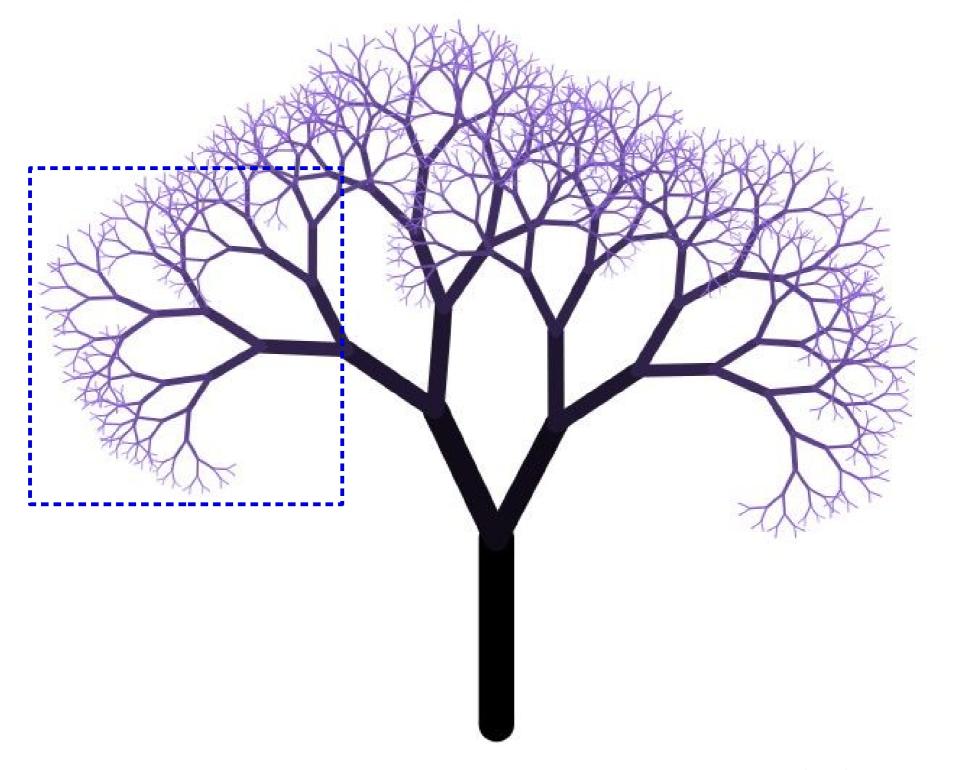
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http://www.marketoracle.co.uk/images/2010/Oct/fractal-tree2.jpg

**Creating Trees** 

A *recursive solution* is a solution that is defined in terms of itself.

#### Goals for this Course

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```
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 "detail":"https://earthquake.usgs.gov/earthquakes/feed/v1 0/detail/us2000i01b geoison" "f
```

$$\frac{\frac{a}{b}}{\frac{c}{d}}$$



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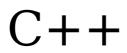
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- Undeclared!

Speaking to the Computer



#### What is C++?

- C++ is a programming language used to design complex, high-performance systems.
- C++ is an influential language. Java inherited much of its syntax from C++, and JavaScript retains many of its traits.
- There are many features of C++ that aren't present in Java / JavaScript / Python, and those features make it an attractive language for use in CS106B.
- C++ is a *huge* language that's undergone many revisions (it was invented in 1983; most recent version is C++17) and we won't be covering it in full depth. Take CS106L or CS110 for more!

```
/* File: hello-world.cpp
 * A canonical Hello, world! program
 * in C++.
 */
#include <iostream>
using namespace std;
int main() {
    cout << "Hello, world!" << endl;</pre>
    return 0;
```

```
/* File: retain-evens.cpp
  A program to filter out odd numbers from a list.
 */
#include <iostream>
#include "vector.h"
using namespace std;
Vector<int> evensIn(Vector<int> values) {
    Vector<int> result;
    for (int i = 0; i < values.size(); i++) {</pre>
        if (values[i] % 2 == 0)
            result += values[i];
    return result;
int main() {
    Vector<int> values = { 1, 2, 3, 4, 5 };
    for (int elem: evensIn(values)) {
        cout << elem << endl;</pre>
    return 0;
```

#### Your Action Items

- Read Chapter 1 of *Programming* Abstractions in C++ to learn more about the basics of C++ programming.
  - If you're coming from Java or JavaScript, much of this syntax will seem familiar, but there are some notable differences.
  - If you're coming from Python, it's pretty similar, but with lots of curly braces and semicolons.
- We'll begin writing C++ code in earnest on Wednesday.

#### Your Action Items

- **Assignment 0: Welcome to CS106B** is due this Friday at the start of class (11:30AM).
  - Starter files and assignment handout are up on the course website.
  - No programming involved, but you'll need to get your development environment set up.
- There's a bunch of documentation up on the course website. Please feel free to reach out to us if there's anything we can do to help out!

#### Your Action Items

- Some of the later assignments can be done in pairs.
  - Assignment 0 must be done individually.
     Everyone needs to have a working development environment and know how to work the debugger.
  - You may want to start thinking about who you'd like to work with, since you'll need to register for the same section as the person you'll be working with.

### Next Time

- Welcome to C++!
  - Defining functions.
  - Reference parameters.
  - Introduction to recursion.