

# CS50 for JDs

[cs50.harvard.edu/hls](https://cs50.harvard.edu/hls)

Hello! Grab name tent up front.  
Then fill out [tinyurl.com/jds2020](https://tinyurl.com/jds2020).

# CS50 for JDs

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# Lectures

- Computational Thinking
- Python
- Algorithms, Data Structures
- Artificial Intelligence
- SQL
- Databases
- Web, Mobile
- Privacy, Security
- Cloud Computing, Technology Stacks

# Labs

- Python
- SQL
- HTML, CSS, JavaScript

# Seminars

- Algorithms and the Law
- Web Programming with Flask
- Web Scraping: Legality and How-To
- ...

# Office Hours

- On days without seminars, 1pm–3pm in WCC B010
- On days with seminars, 7pm–9pm via Zoom

staff

# Computational Thinking





representation



0 1 2 3 4 5 6 7 8 9

0 1

123

1

123

10 1

123



100 10 1

123

100 10 1

123

$100 \times 1$

100 10 1

123

$100 \times 1$  +

100   10   1

123

$100 \times 1 + 10 \times 2$

100   10   1

123

$100 \times 1$     $+$     $10 \times 2$     $+$

100   10   1

123

$100 \times 1$     $+$     $10 \times 2$     $+$     $1 \times 3$

100 10 1

123

100 + 20 + 3

123



100 10 1

000

100 10 1

001

100 10 1

002

100 10 1

003

100 10 1

004

100 10 1

005

100 10 1

006

100 10 1

007



100 10 1

008

100 10 1

009

100 10 1

010

100 10 1

000

$10^2$     $10^1$     $10^0$

000

$2^2$     $2^1$     $2^0$

000

4 2 1

000

4 2 1

001



4 2 1

010

4 2 1

011

4 2 1

100

4 2 1

101

4 2 1

110

4 2 1

111

bit





bit bit bit bit bit bit bit bit



byte



A

65

01000001

65



ASCII

...	A	B	C	D	E	F	G	H	I	...
...	65	66	67	68	69	70	71	72	73	...

72

73

33

H

72

I

73

33

H

72

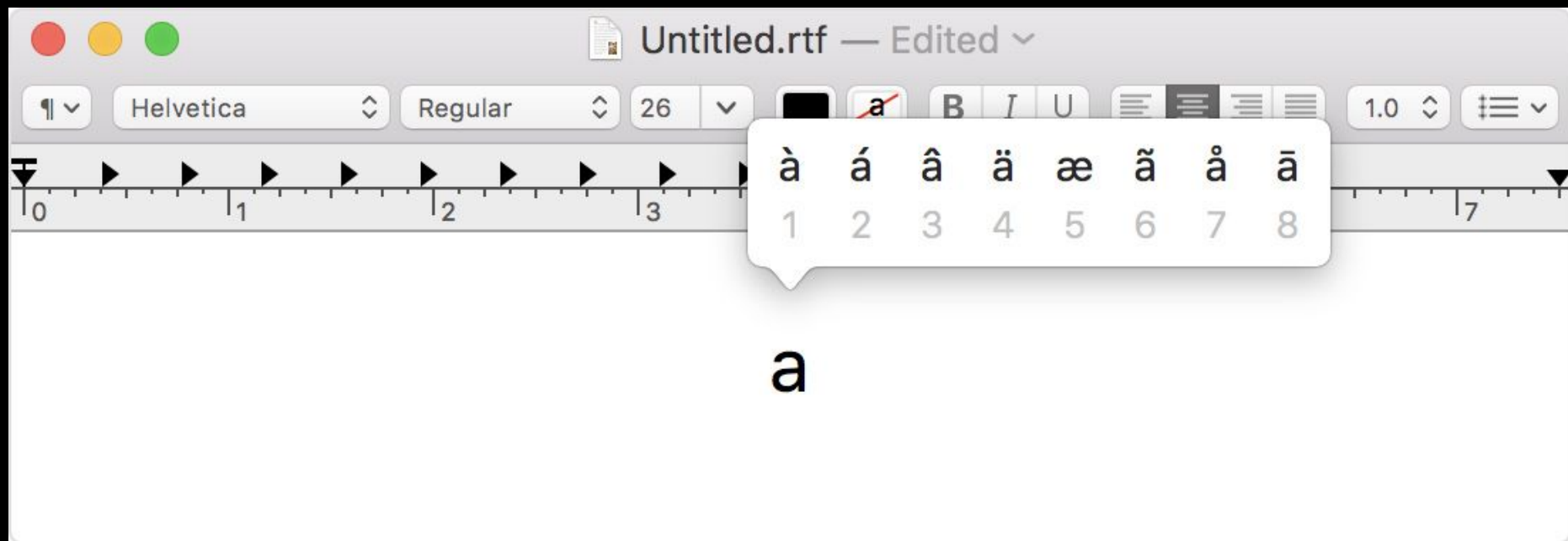
I

73

!

33

~ `	1 !	2 @	3 #	4 \$	5 %	6 ^	7 &	8 *	9 (	0 )	- _	+ =	← Backspace
Tab ⇐ ⇒	Q	W	E	R	T	Y	U	I	O	P	{ [	} ]	 \ _
Caps Lock ⬆	A	S	D	F	G	H	J	K	L	: ;	" '	Enter ↵	
Shift ⬆	Z	X	C	V	B	N	M	< ,	> .	? /	Shift ⬆		
Ctrl	Win Key	Alt								Alt	Win Key	Menu	Ctrl





Search

## FAVORITES



## SMILEYS & PEOPLE





Unicode

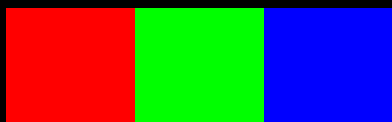


128514

11111011000000010



RGB



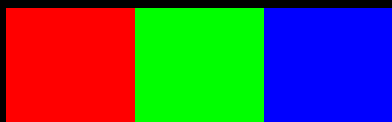
72 73 33



72

73

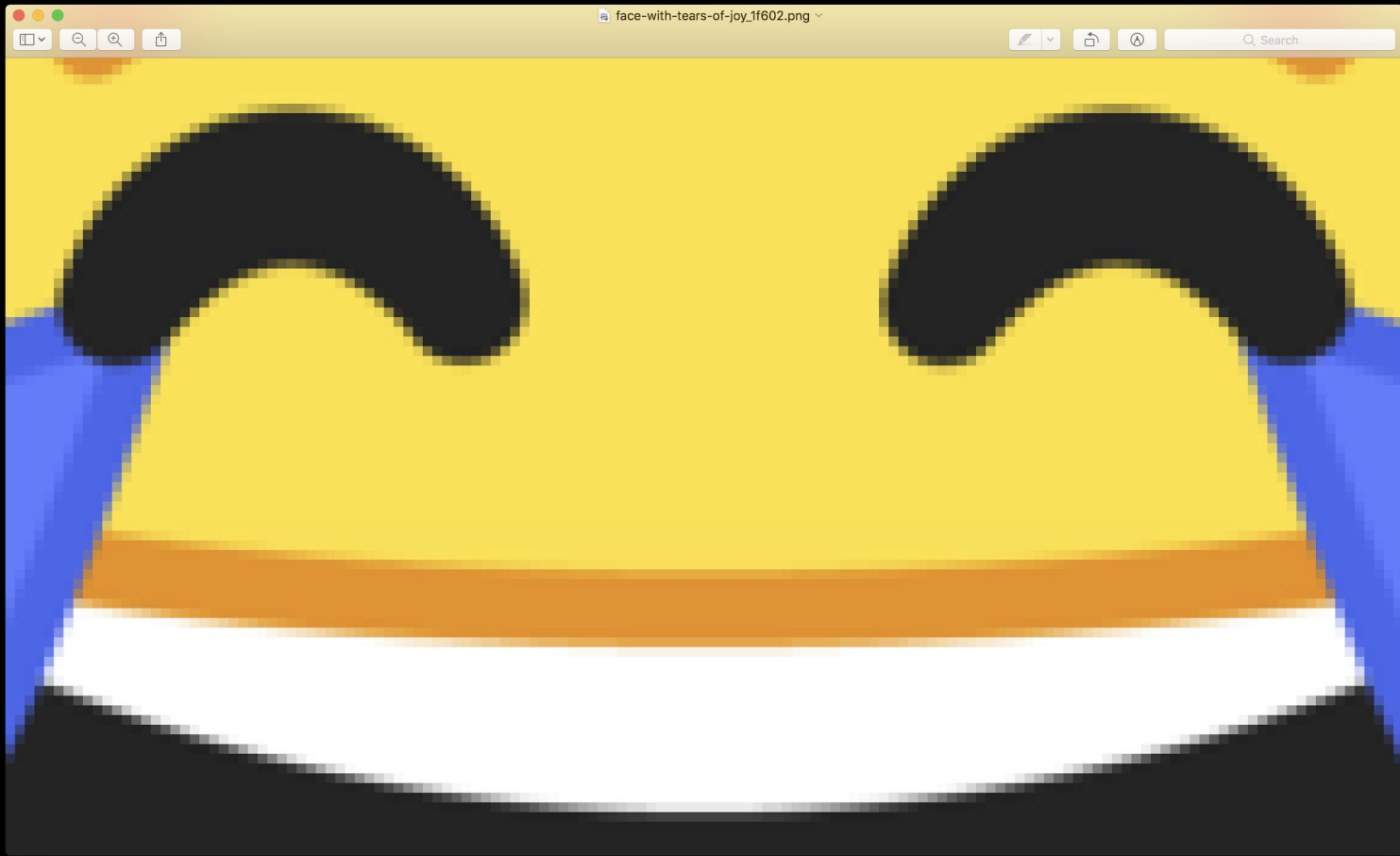
33

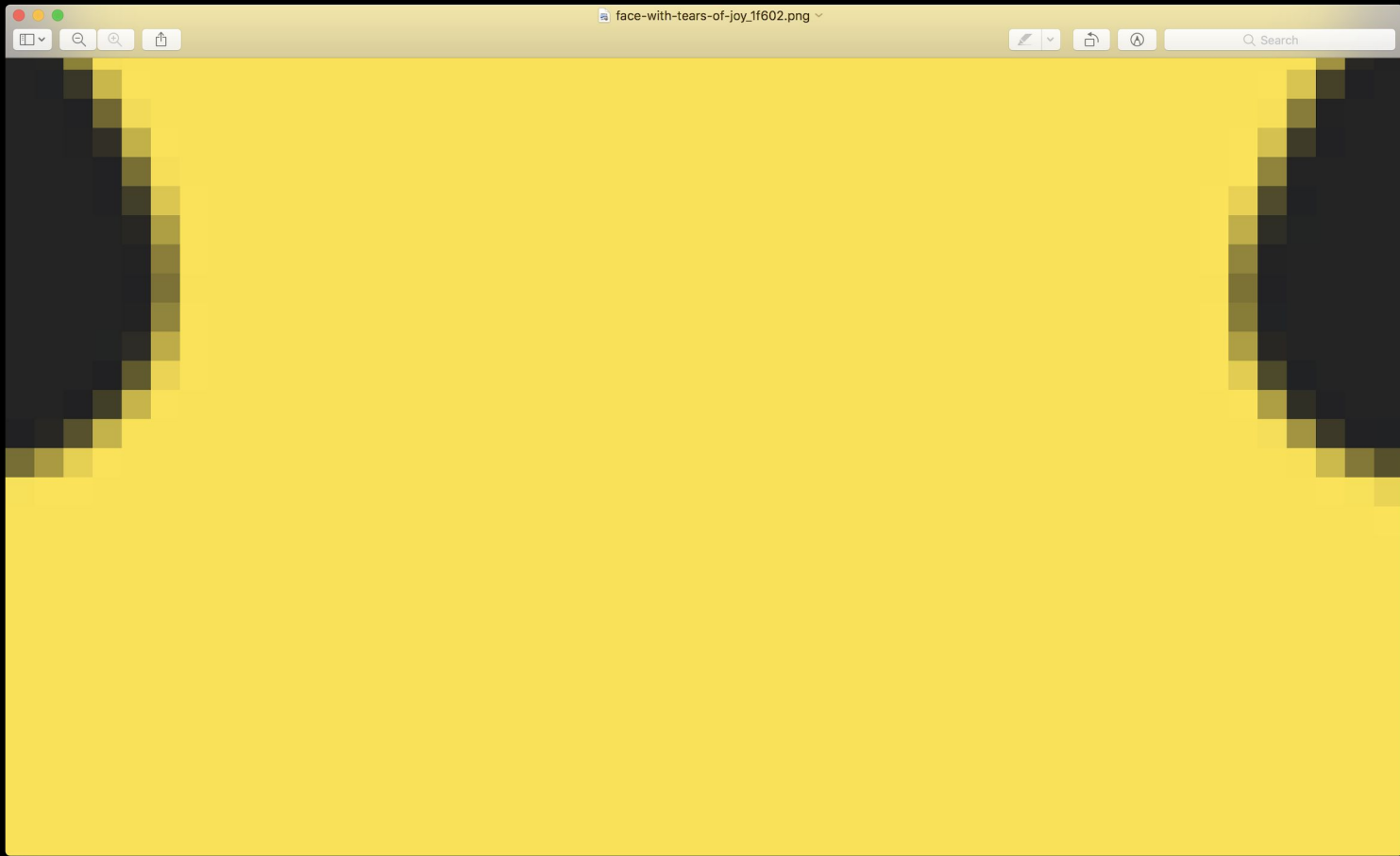






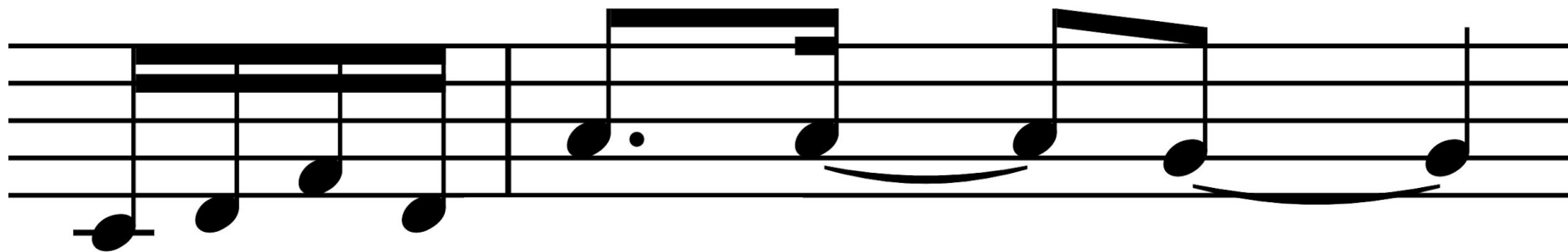
















algorithms



1024

1023

1022

1021

1020

1019

1018

1017

1016

1015

1014

...

1024

1022

1020

1018

1016

1014

1012

1010

1008

1006

1004

...

1024

512

256

128

64

32

16

8

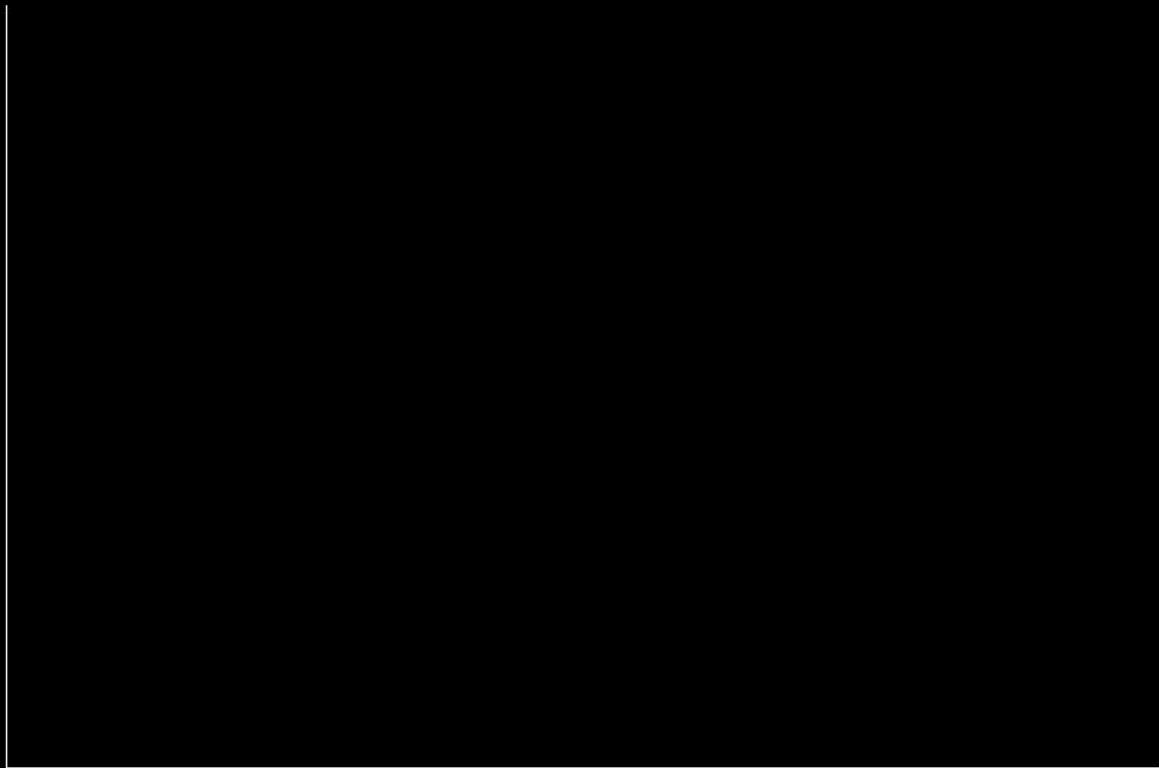
4

2

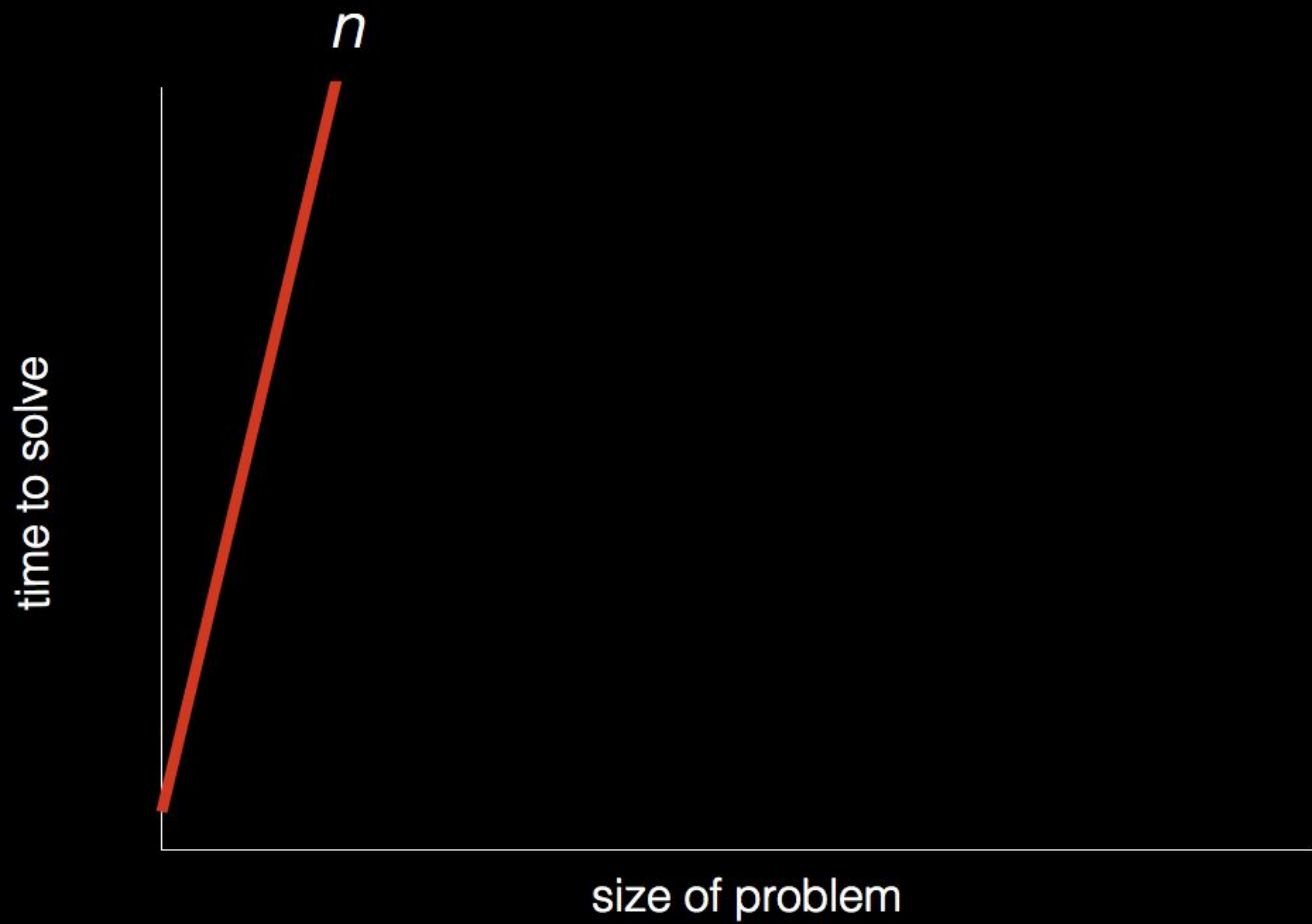
1

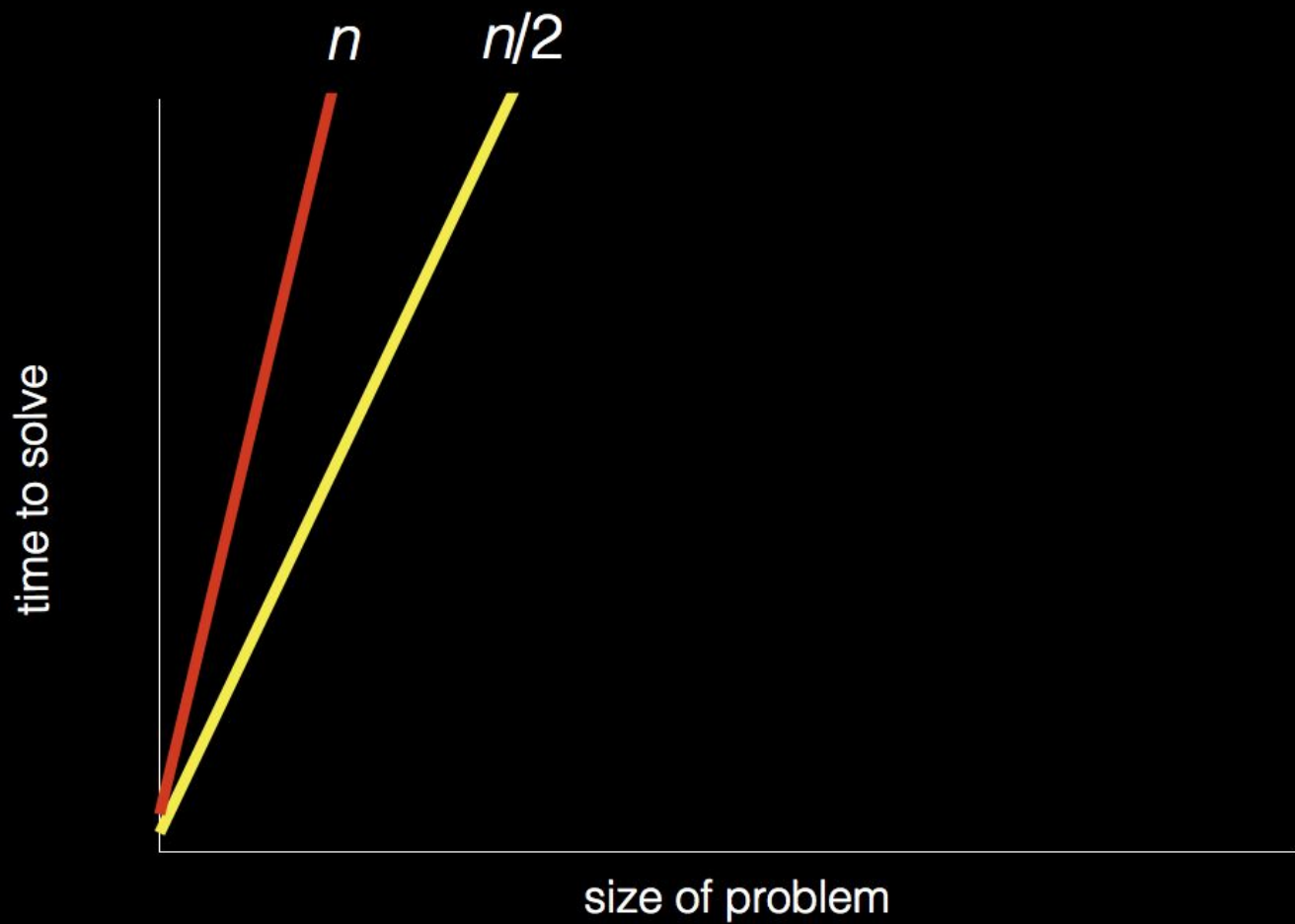
time to solve

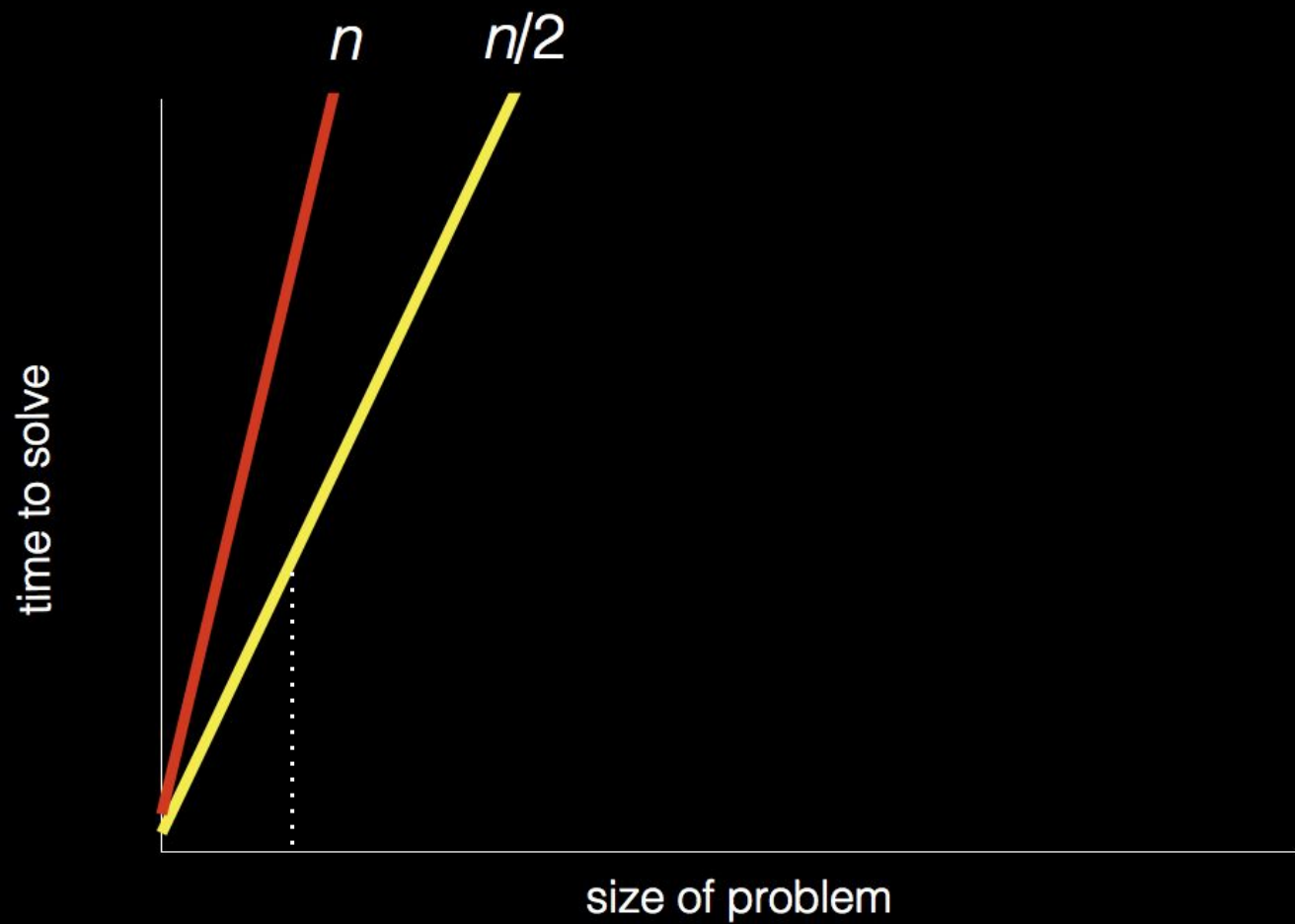
size of problem

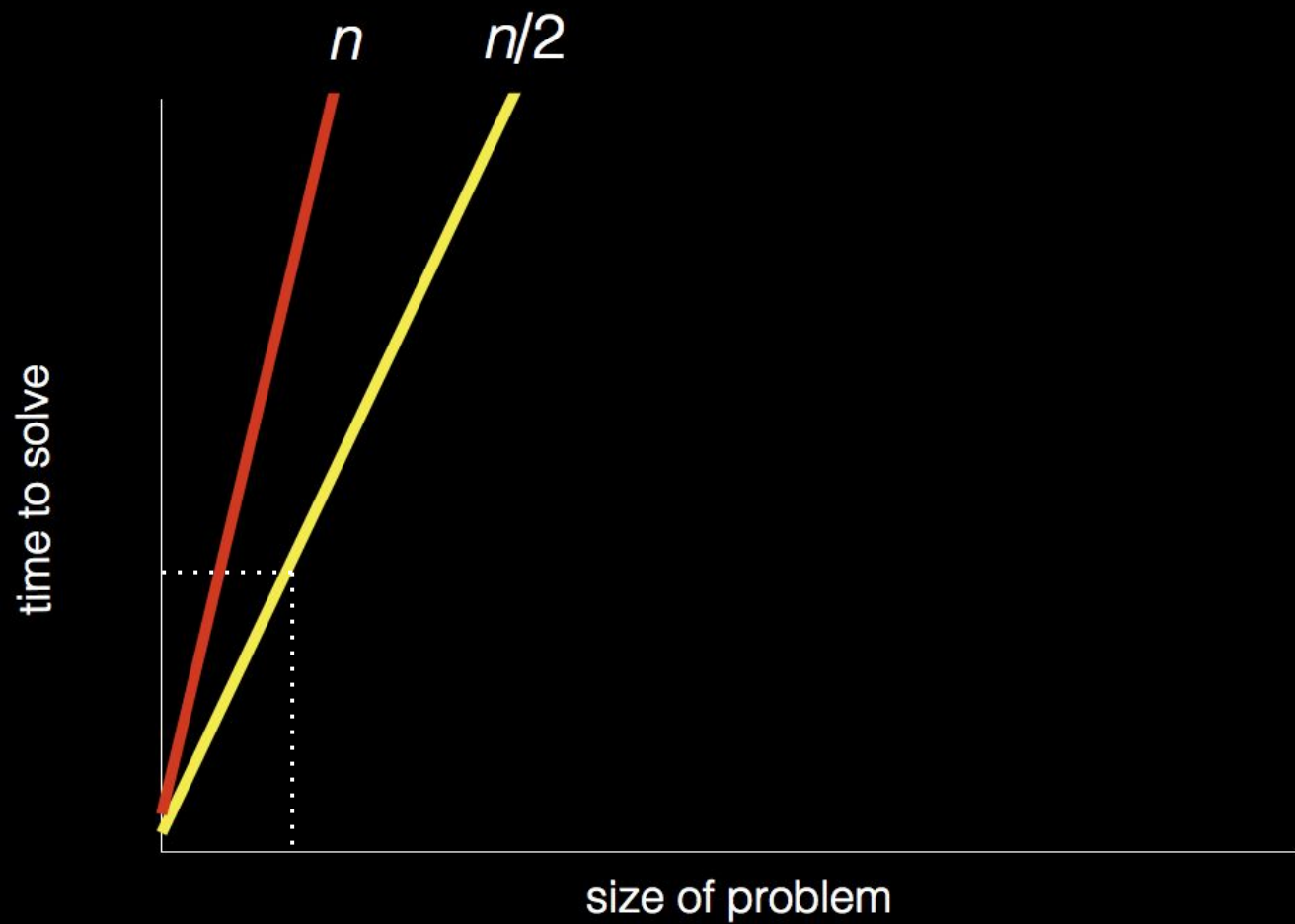


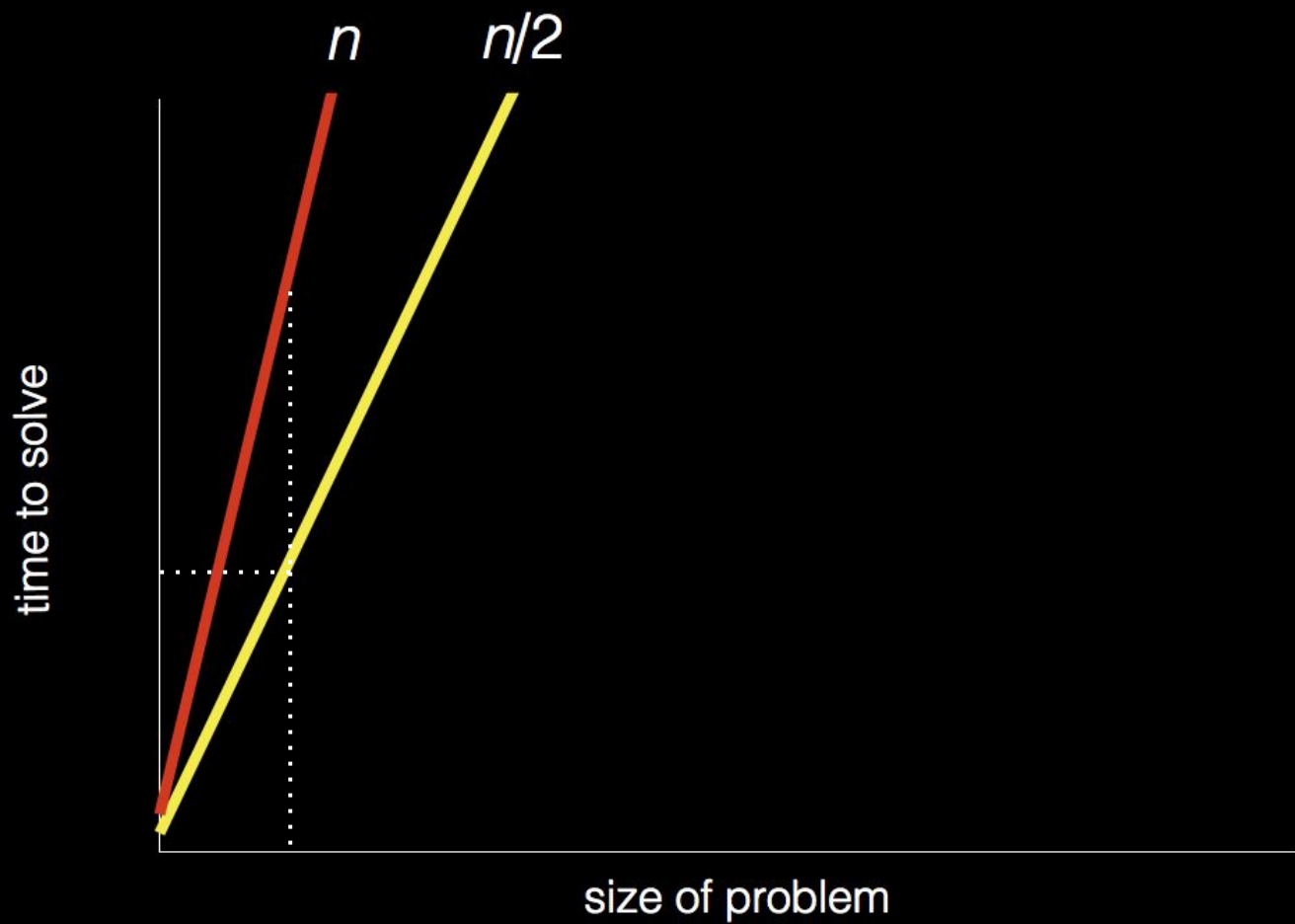


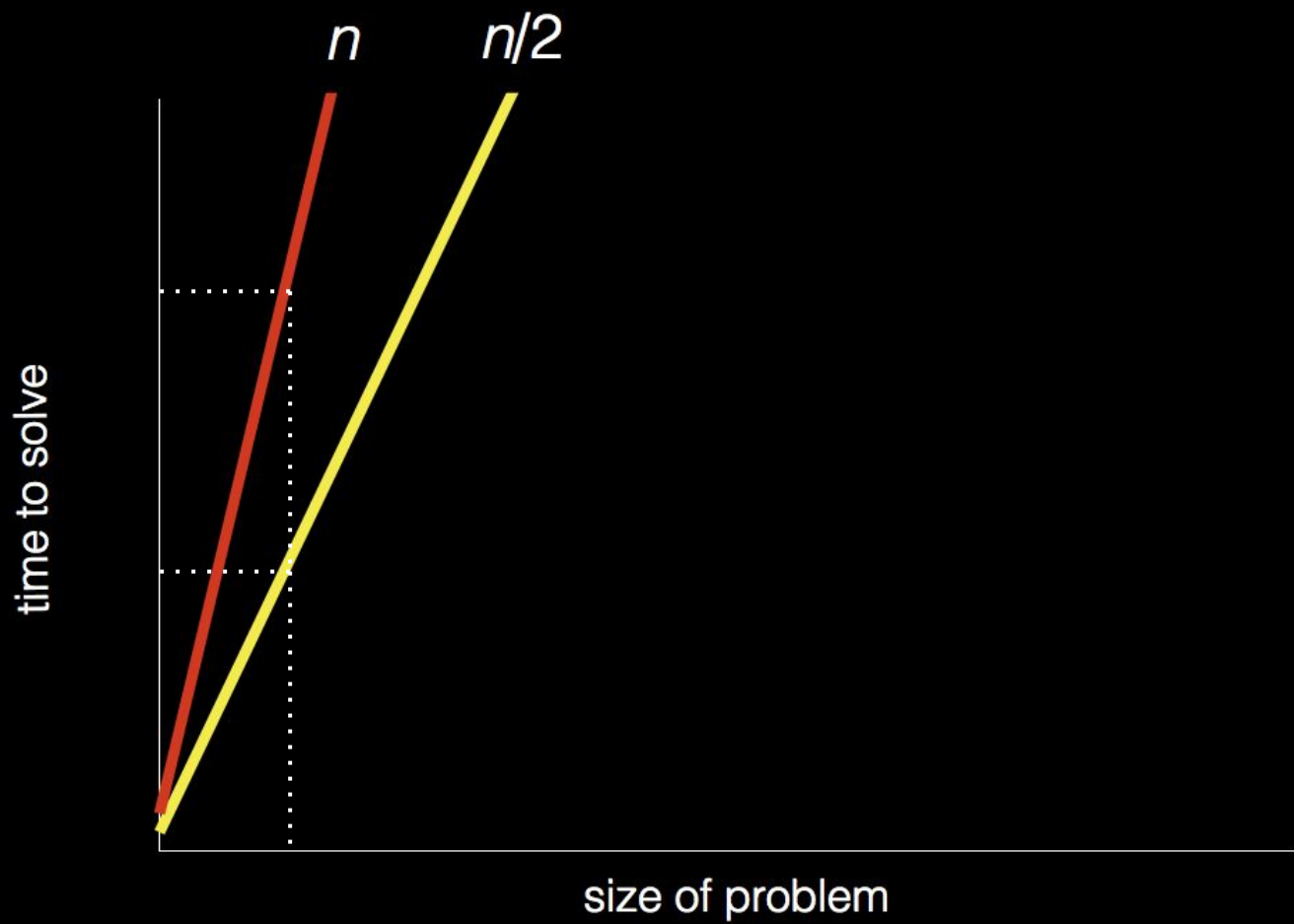


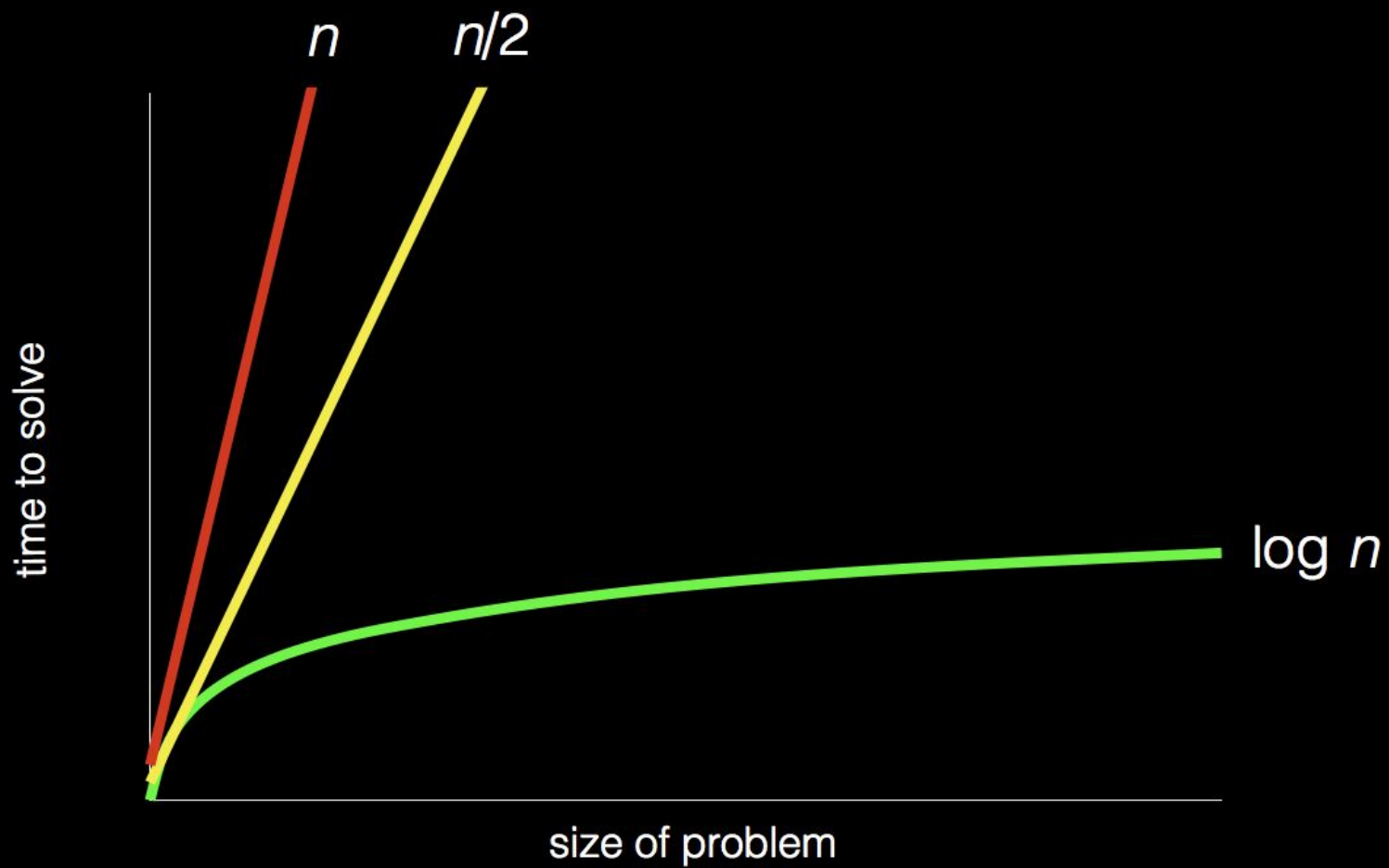












pseudocode



```
1   Pick up phone book
2   Open to middle of phone book
3   Look at page
4   If Smith is on page
5       Call Mike
6   Else if Smith is earlier in book
7       Open to middle of left half of book
8       Go back to line 3
9   Else if Smith is later in book
10      Open to middle of right half of book
11      Go back to line 3
12  Else
13      Quit
```

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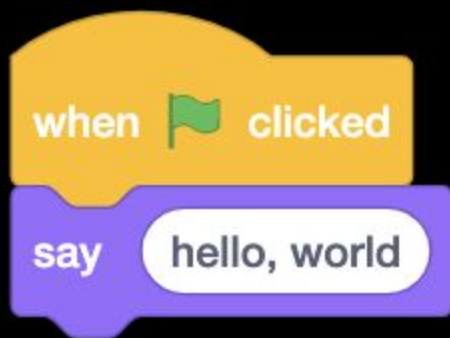
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12 Else
13     Quit
```

- functions
- conditions
- Boolean expressions
- loops

- functions
- conditions
- Boolean expressions
- loops
- variables
- threads
- events
- ...

```
print("hello, world")
```





Code

Costumes

Sounds



Motion



Looks



Sound



Events



Control



Sensing



Operators



Variables



My Blocks

## Motion

move 10 steps

turn 15 degrees

turn 15 degrees

go to random position

go to x: 0 y: 0

glide 1 secs to random position

glide 1 secs to x: 0 y: 0

point in direction 90

point towards mouse-pointer

change x by 10

set x to 0

change y by 10

set y to 0

if on edge, bounce



Sprite

Sprite1

x 0

y 0

Show



Size

100

Direction

90



Sprite1

Stage

Backdrops

1





Code

Costumes

Sounds



Motion



Looks



Sound



Events



Control



Sensing



Operators



Variables



My Blocks

## Motion

move 10 steps

turn 15 degrees

turn 15 degrees

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if on edge, bounce



Sprite

Sprite1



x

0



y

0

Show



Size

100

Direction

90



Sprite1

Stage

Backdrops  
1



Sprite      Sprite1

Sprite1

$$\mathbb{R}^n \times \mathbb{R}^n \rightarrow \mathbb{R}^n \times \mathbb{R}^n$$
$$\begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} y \begin{pmatrix} 0 & 0 \\ 0 & 0 \end{pmatrix}$$

Stage

Code

Costumes

Sounds

Motion

Looks

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My Blocks

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set y to 0

If on edge, bounce

Scratch Cat

Zoom In

Zoom Out

Reset Stage

Scratch Cat

Zoom In

Zoom Out

Reset Stage

Sprite1

x: 0 y: 0

Show

Size: 100

Direction: 90

Sprite1

Stage

Backdrops: 1

Code

Costumes

Sounds

Motion

Looks

Sound

Events

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point in direction 90

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change x by 10

set x to 0

change y by 10

set y to 0

If on edge, bounce

Scratch Cat

Stage

Backdrops

Sprite1

Sprite1

Sprite1

Sprite1

Stage

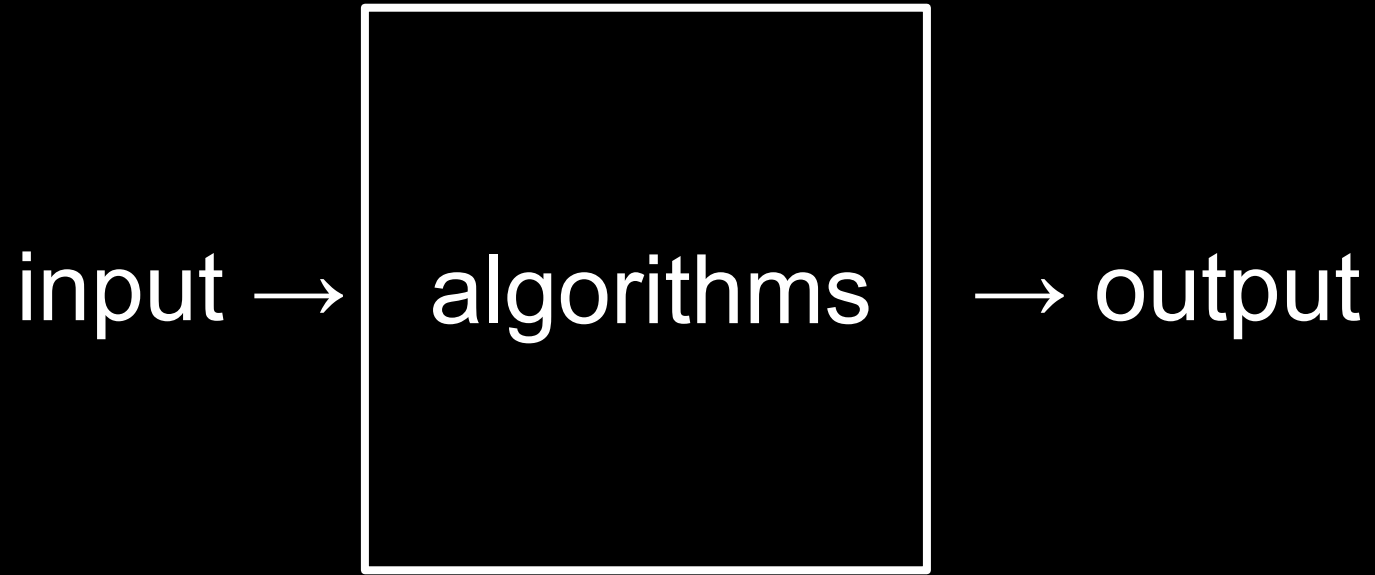
Backdrops

Stage

Backdrops

say

hello, world





hello, world

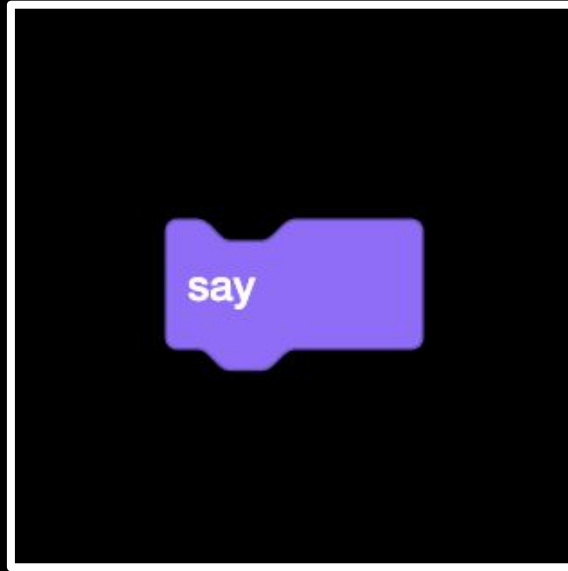


algorithms



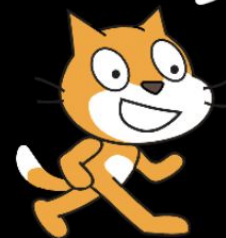
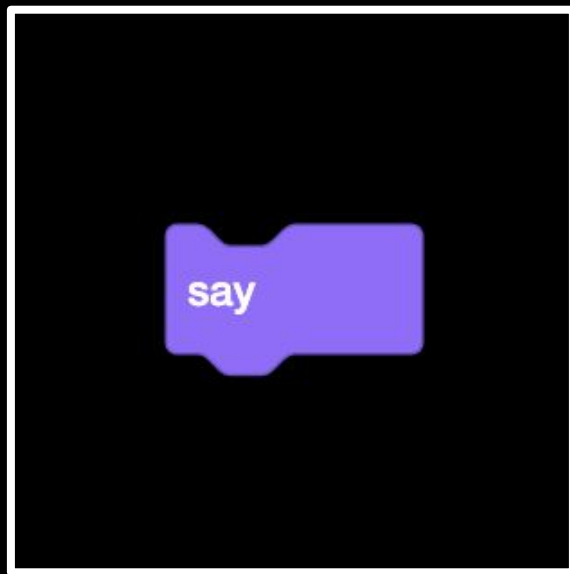
output

hello, world



→ output

hello, world



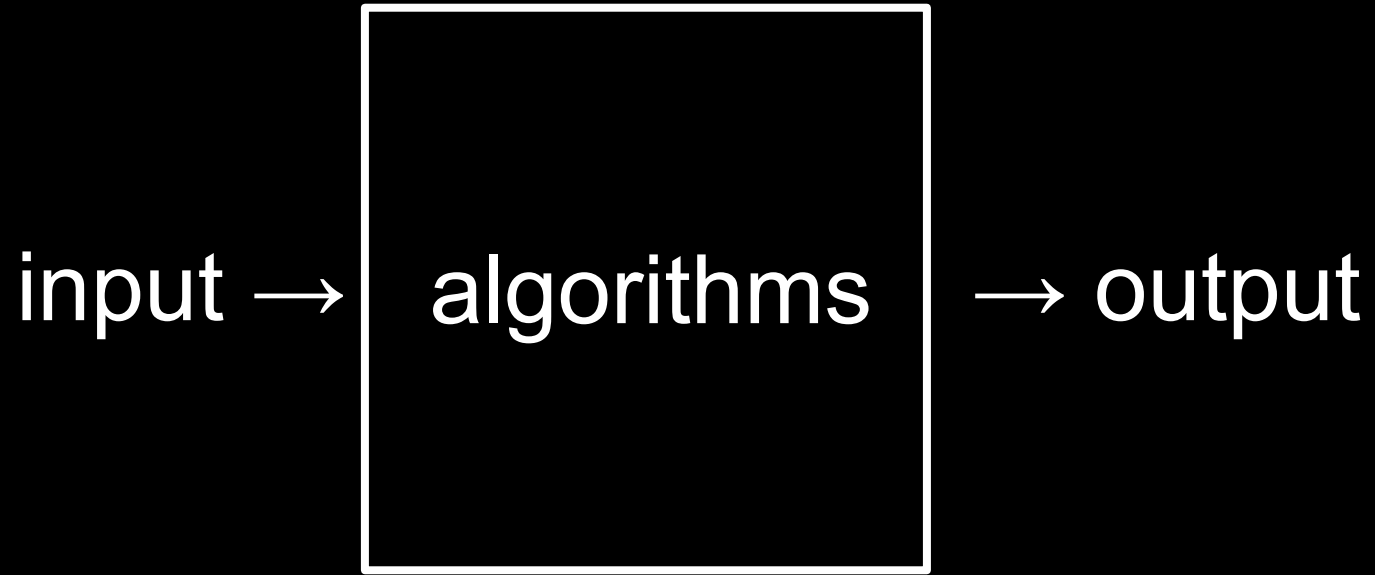
hello, world

A blue Scratch 'ask and wait' block with a notch on the left and a bump on the right. It contains a white text input field with the text 'What's your name?'.

ask

What's your name?

and wait



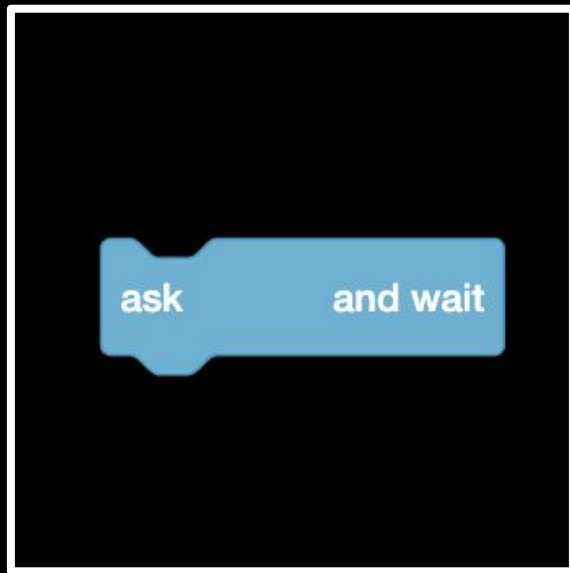
What's your name?



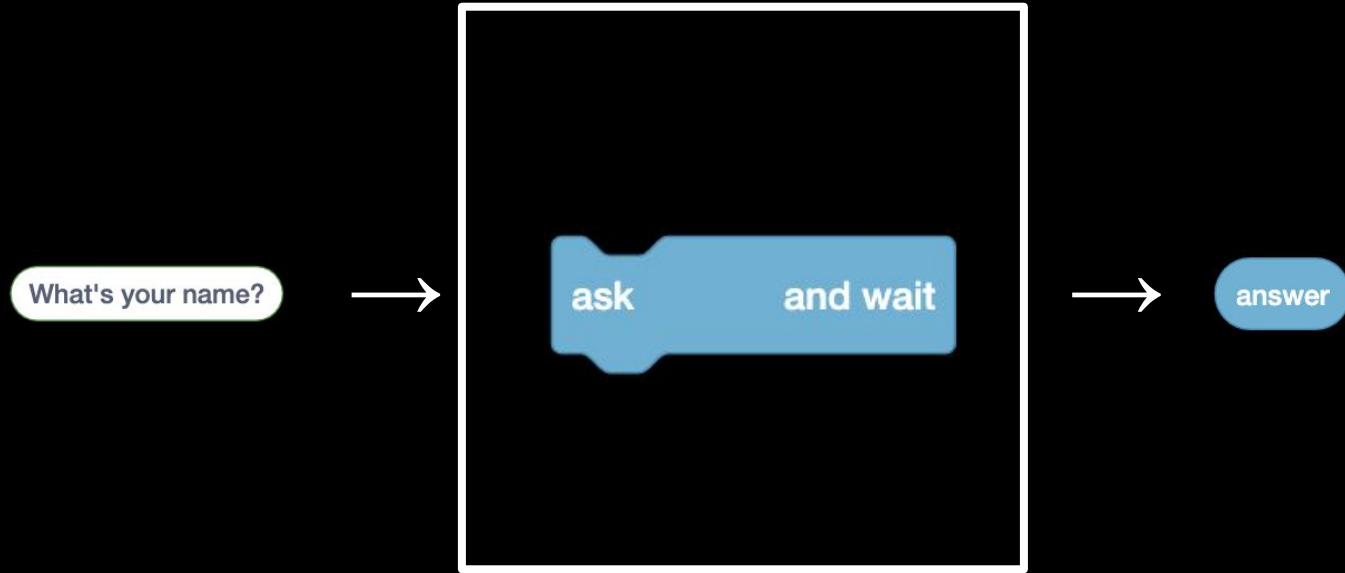
algorithms

→ output

What's your name?



→ output



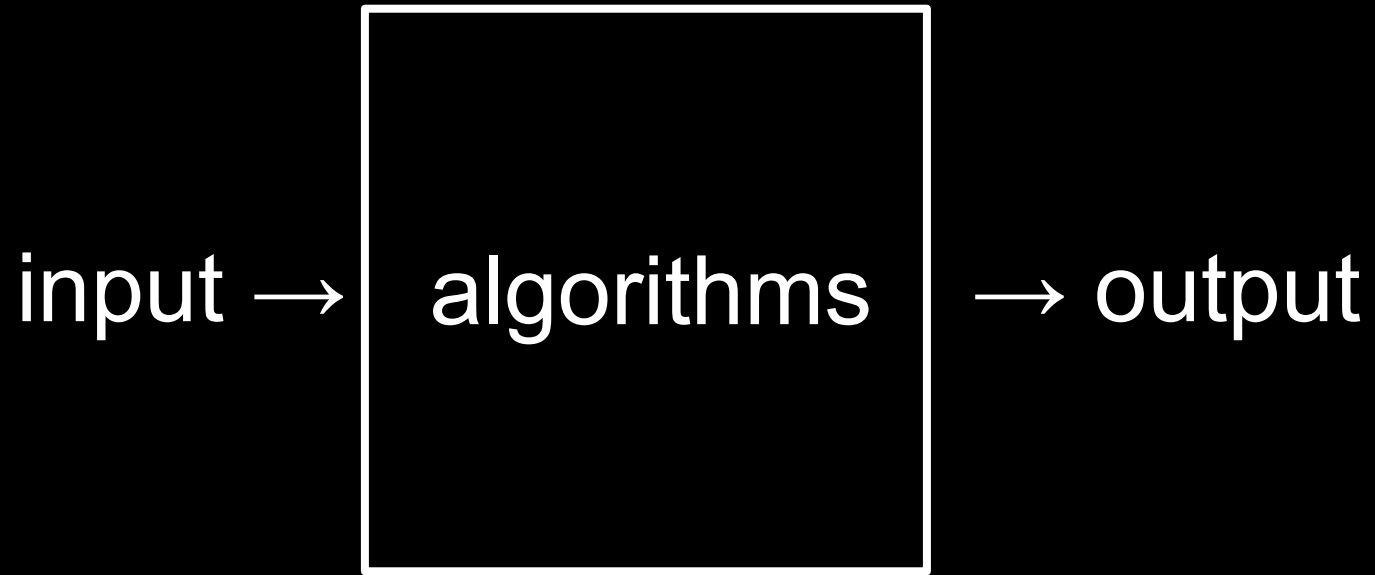


say

join

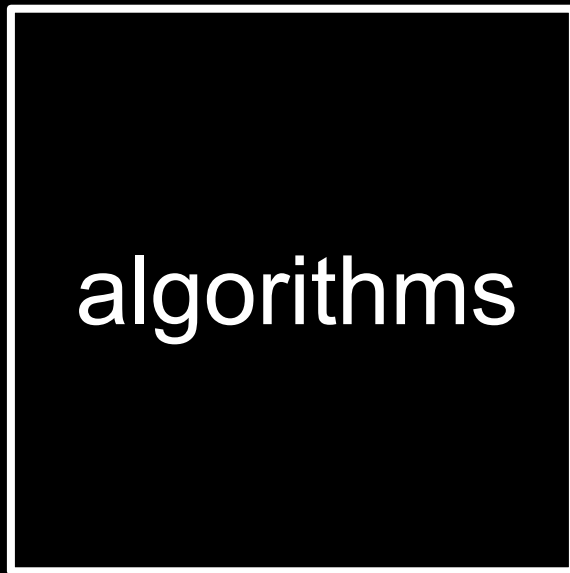
hello,

answer



hello,

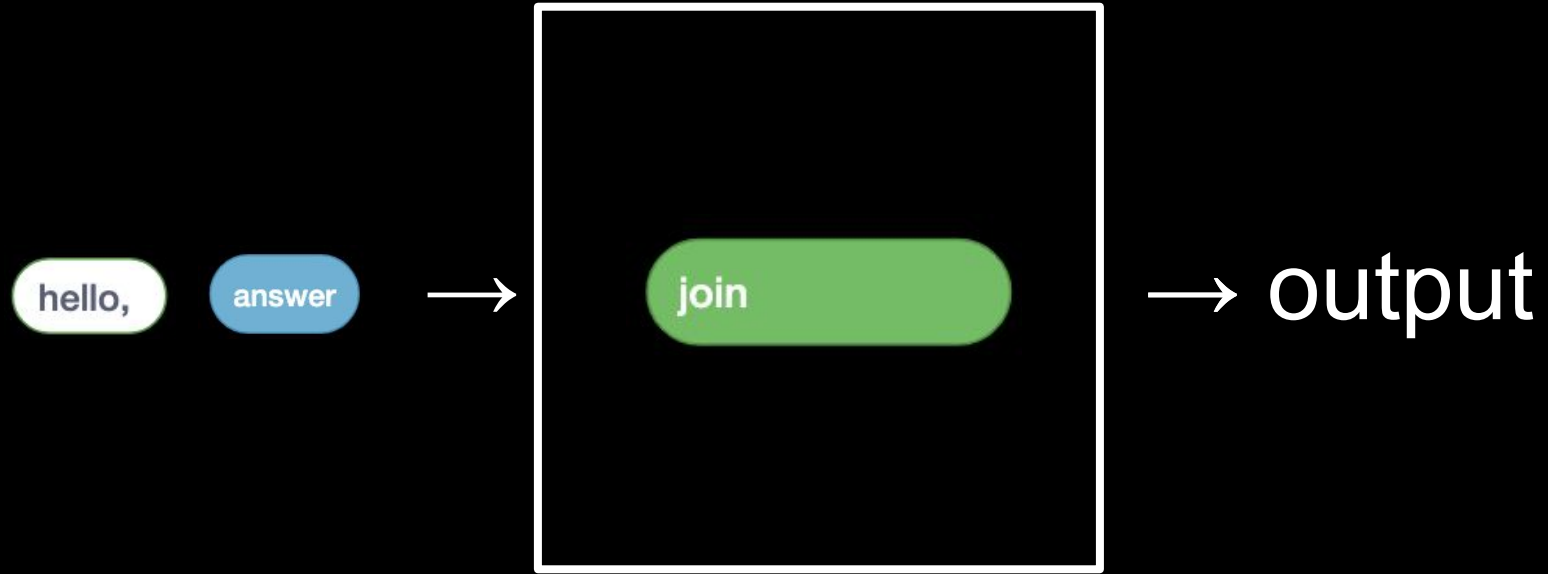
answer

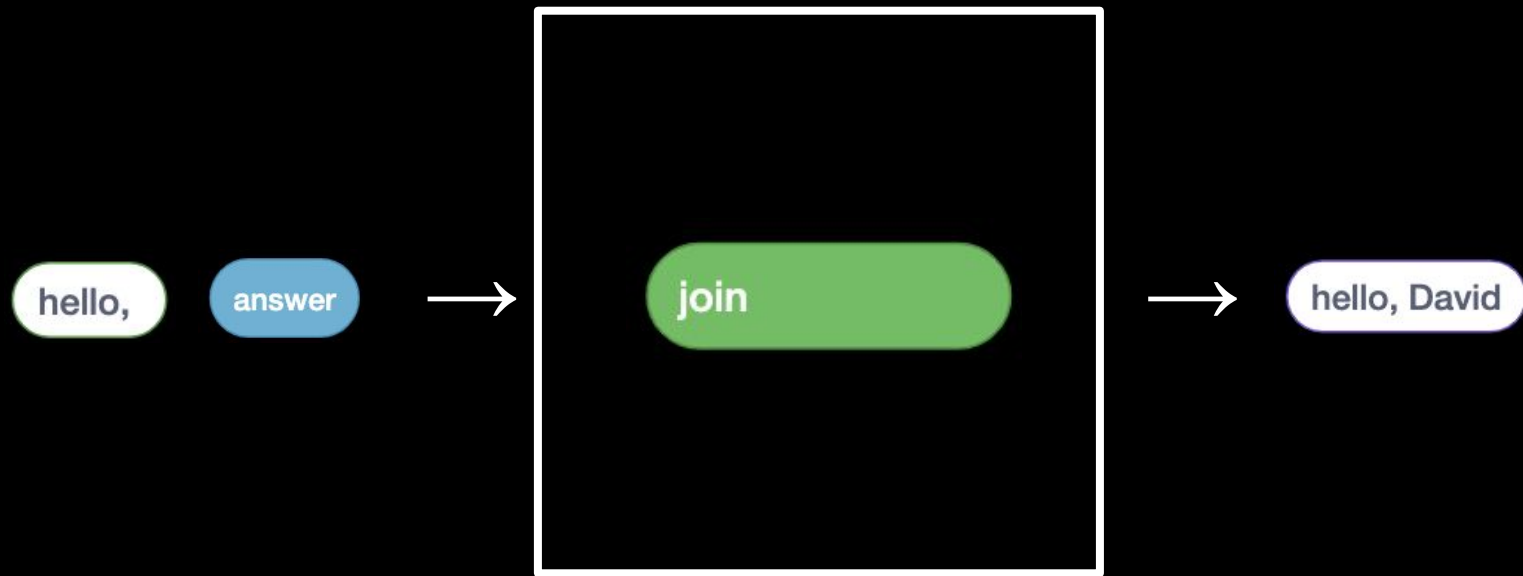


algorithms



output







hello, David



hello, David



hello, David



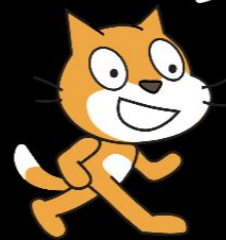




hello, David



say



hello, David





# Assignment 0

Office Hours

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