zyBooks

Who am I?!?

My name is Bailey – and I'm an account Manager for Wiley Publishing, but one of the products I manage is zyBooks – hence why I'm here today!

I work closely with Emily, the course lead for ENDG 233, and all the grad students helping with this course.
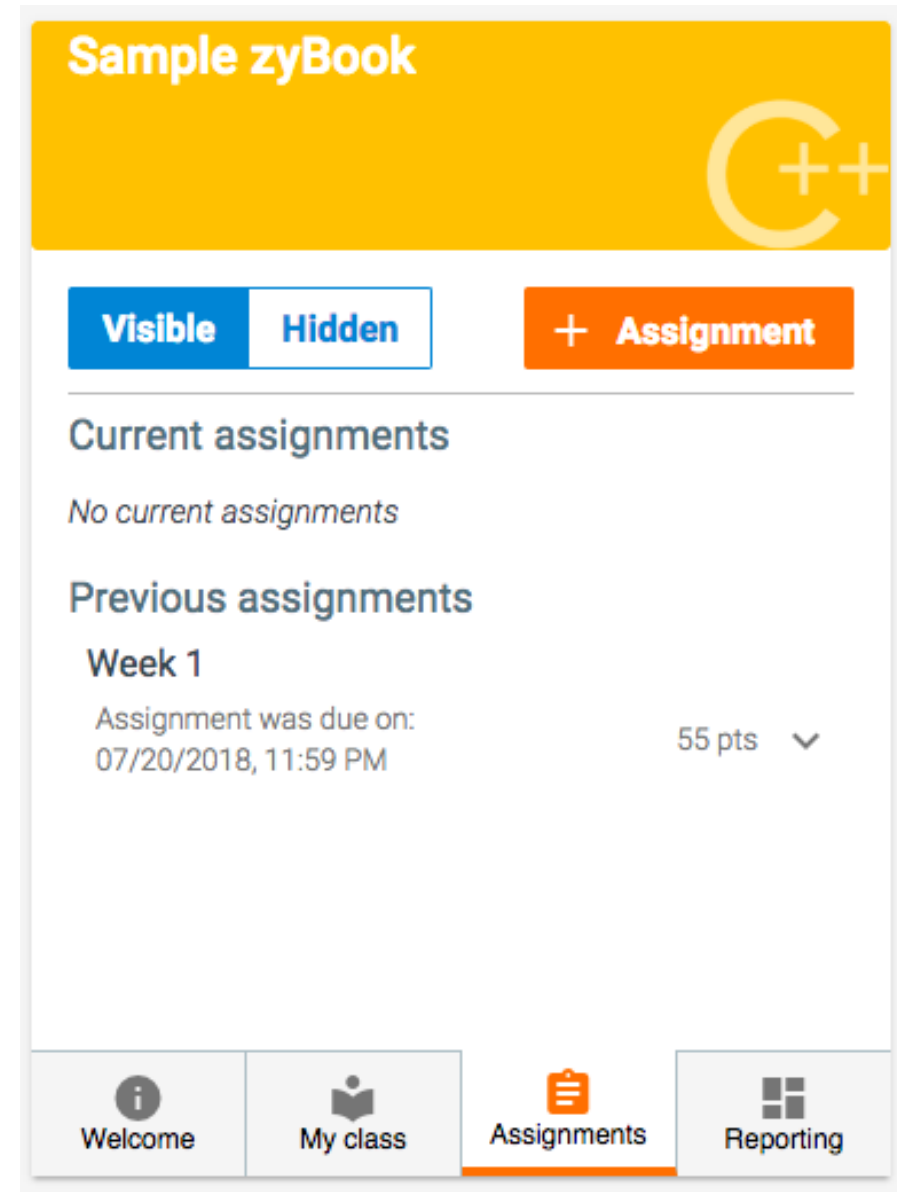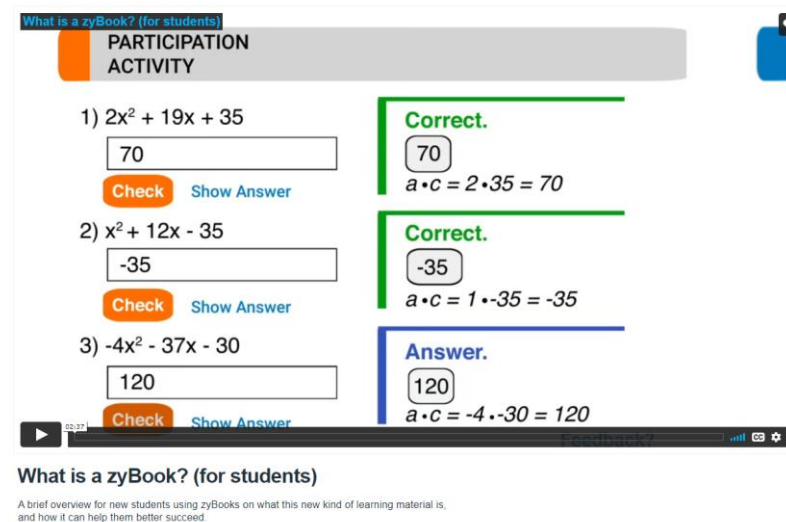
You're in great hands ☺

What is a zyBook?

A zyBook, is a very interactive eBook, and it's required for your ENDG 233 class!

zyBooks combine the power of interactive tools, responsive questions and animations to provide you with a rich learning experience.

What is a Zybook Continued...

Watch this video for an even better understanding of what a zyBook is and the types of activities/challenges you can expect to see within!

https://vimeo.com/285133146/48bc90afb5

How to Access your zBook

You'll need to create your zBook account to get rolling:

How to sign up:

1. Sign in or create an account at learn.zybooks.com

2. Enter zyBook codes: UCALGARYENDG233MarascoFall2021
UCALGARYENDG233LabMarascoFall2021

3. Subscribe

You have two ways to purchase:

1)   Through the UofC Bookstore - https://www.calgarybookstore.ca/buy_textbooks.asp

2)   Directly from your Zybook

How to Use your zyBook

We could likely take the whole class going over all the cool components of your zyBook and how to use it, but alas, time is short, so please use this helpful link to get you started:

https://learn.zybooks.com/zybook/HowToUseZyBooks2

zyLabs

In the "old days", which really aren't so old seeing as it is probably still the most common situation in programming classes today, you would submit your assignment, and then it could take a week or longer to get your grade back – which really isn't helpful for learning.

Instead, your instructor has chosen to use a state of the art program auto-grader – Zylabs.

It immediately provides a score for you, and in response, you can immediately work to fix mistakes and re-submit.

Please visit this link to to better understand how it works:

https://learn.zybooks.com/zybook/HowToUseZyBooks2/chapter/1/section/6

Getting Help When you Need It!

The last thing to remember, is that we're here to help and support you.

Ask questions and use the support email when you have questions (and the feeback button!)

support@zybooks.com

PARTICIPATION ACTIVITY | 1.1.1: A basic computer program.

Start ☐ 2x speed

Computer program

x = Get next input   x: 2

y = Get next input   y: 5

z = x + y   z: 7

Put z to output

Input (keyboard)

2 5

Output (screen)

7

Captions ⌃

1. A basic computer program's instructions get input, process, and put output. This program first assigns x with what is typed on the keyboard input, in this case 2.
2. The program's next instruction gets the next input, in this case 5.
3. The program then does some processing, in this case assigning z with x + y (so 2 + 5 yields z of 7).
4. Finally, the program puts z (7) to output, in this case to a screen.

Feedback?

Any Questions?