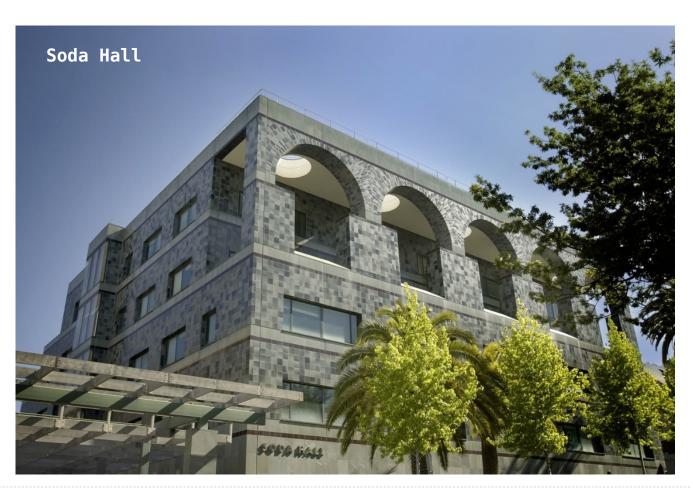
61A Lecture 1

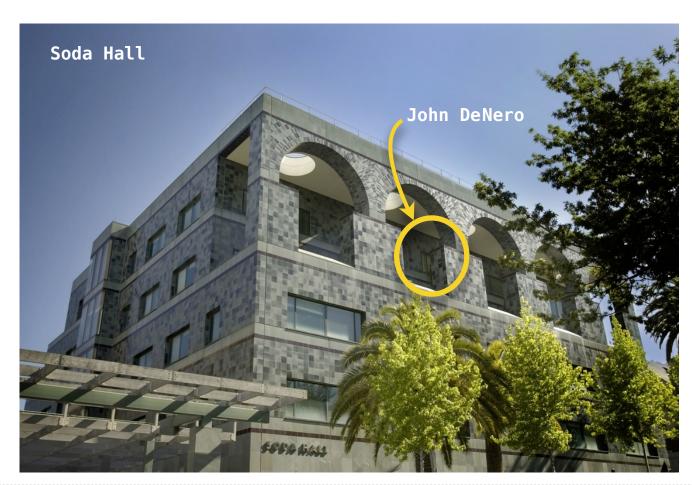
Wednesday, January 21, 2015







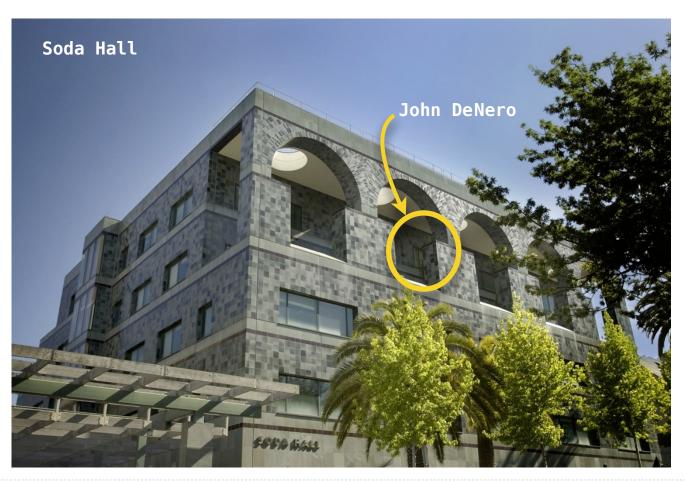






Spring 2015 office hours:

781 SodaWednesday 10am-12pm & Friday by appointment: http://denero.org/meet



Teaching Assistants (GSIs/UGSIs) run discussion sections, labs, and office hours

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27 **Group Tutors** are your personal programming mentors

Teaching Assistants (GSIs/UGSIs) run discussion sections, labs, and office hours









































27 **Group Tutors** are your personal programming mentors
Over 300 **Lab Assistants** ensure that you don't get stuck for too long

Lecture: Videos posted to http://cs61a.org before each live lecture

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Lab: The most important events in this course

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Weekly homework assignments, three exams, three quizzes, & four programming projects

Lots of special events

An Introduction to Computer Science

The study of

What problems can be solved using computation,
The study of

What problems can be solved using computation,
The study of How to solve those problems, and

What problems can be solved using computation, The study of How to solve those problems, and What techniques lead to effective solutions

What problems can be solved using computation, The study of How to solve those problems, and What techniques lead to effective solutions

Systems

What problems can be solved using computation, The study of How to solve those problems, and What techniques lead to effective solutions

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Artificial Intelligence

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Graphics

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Systems

Artificial Intelligence

Graphics

Security

Networking

Programming Languages

Theory

Scientific Computing

What problems can be solved using computation, The study of How to solve those problems, and What techniques lead to effective solutions Systems Artificial Intelligence Graphics Security Networking Programming Languages Theory Scientific Computing

What problems can be solved using computation, The study of How to solve those problems, and What techniques lead to effective solutions

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Artificial Intelligence Decision Making

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What is Computer Science?

What problems can be solved using computation, The study of How to solve those problems, and What techniques lead to effective solutions

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Natural Language Processing

Translation

Answering Questions

What is Computer Science?

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Answering Questions

•A course about managing complexity

- •A course about managing complexity
 - •Mastering abstraction

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 - Programming paradigms

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 - Full understanding of language fundamentals





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 - •How computers interpret programming languages

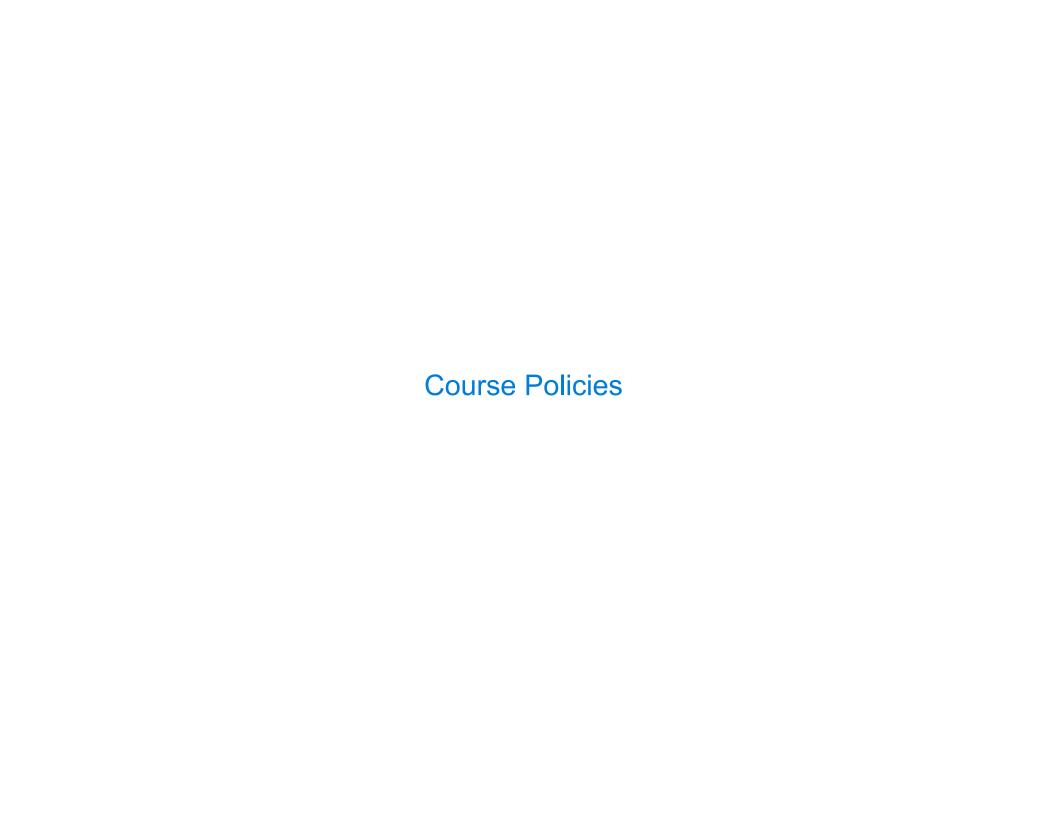




- A course about managing complexity
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 - How computers interpret programming languages
- •A challenging course that will demand a lot of you







Alternatives to This Course

Alternatives to This Course

CS 61AS: Self-Paced CS 61A

Alternatives to This Course

CS 61AS: Self-Paced CS 61A

CS 10: The Beauty and Joy of Computing

9

Learning

Learning

Community

Learning

Community

Course Staff

Learning

Community

Course Staff

Details...

http://cs61a.org/about.html

Asking questions is highly encouraged

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The limits of collaboration

•One simple rule: Don't share your code, except with your partner

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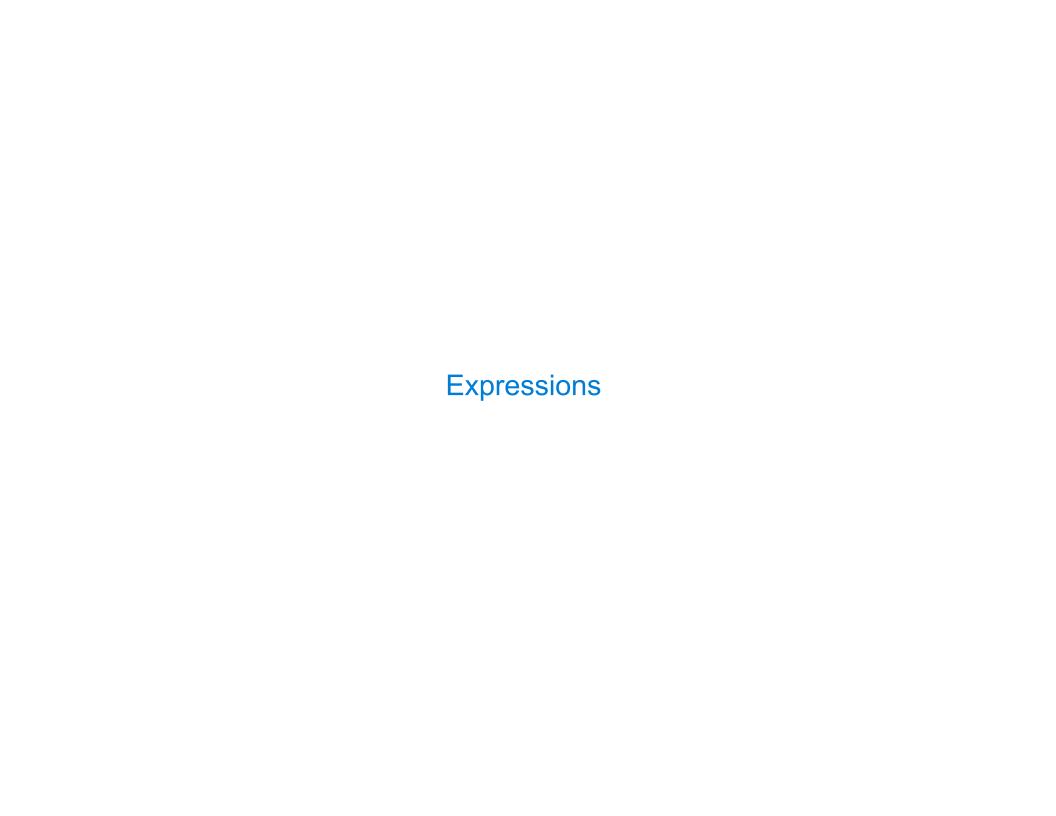
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Build good habits now



Types of expressions	
	13

$$18 + 69$$

$$\frac{18 + 69}{2}$$

An expression describes a computation and evaluates to a value

$$\begin{array}{r}
18 + 69 \\
\underline{6} \\
25
\end{array}$$

 $\sqrt{3493161}$

An expression describes a computation and evaluates to a value

$$\frac{6}{23} \qquad \sin \pi$$

 $\sqrt{3493161}$

An expression describes a computation and evaluates to a value

$$18 + 69$$

 $\frac{6}{23}$

 $\sin \pi$

 $\sqrt{3493161}$

|-1869|

An expression describes a computation and evaluates to a value

$$\begin{array}{c}
18 + 69 \\
\underline{6} \\
23
\end{array}$$

$$\sin \pi$$

$$\sum_{i=1}^{100} i$$

 $\sqrt{3493161}$

|-1869|

$$\begin{array}{ccc}
18 + 69 & \sin \pi \\
\frac{6}{23} & & & \\
\sqrt{3493161} \\
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Call Expressions in Python

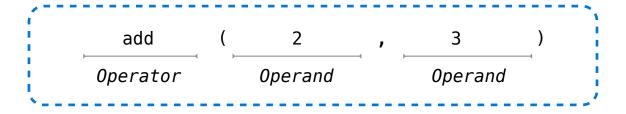
All expressions can use function call notation (Demo)

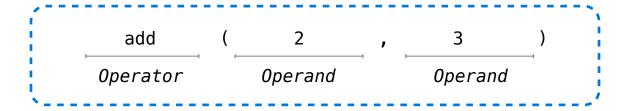
Anatomy of a Call Expression	
	1

add (2 , 3)

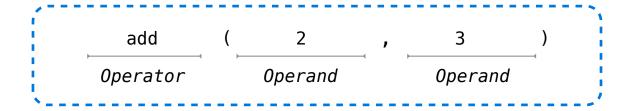
add (2 , 3)

add (2 , 3) Operator



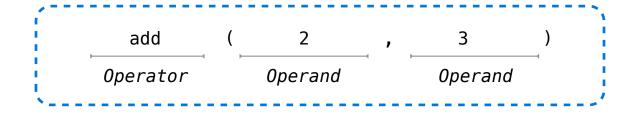


Operators and operands are also expressions



Operators and operands are also expressions

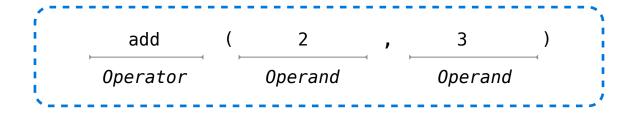
So they evaluate to values



Operators and operands are also expressions

So they evaluate to values

Evaluation procedure for call expressions:

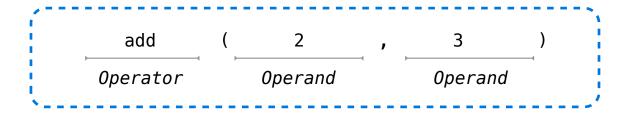


Operators and operands are also expressions

So they evaluate to values

Evaluation procedure for call expressions:

1. Evaluate the operator and then the operand subexpressions

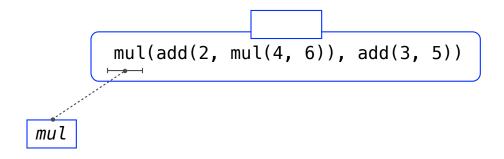


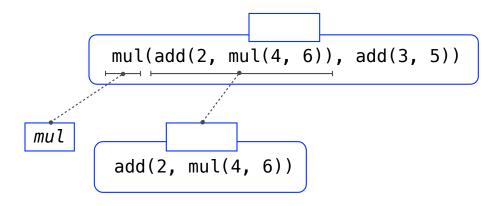
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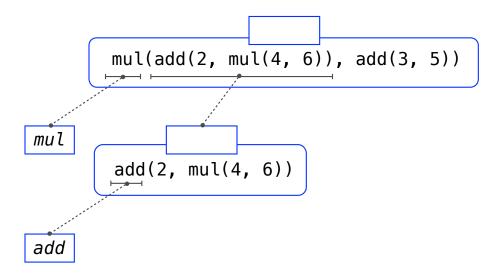
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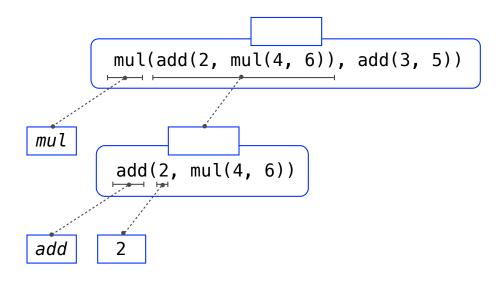
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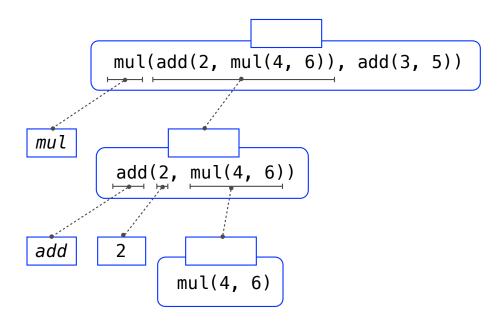
- 1. Evaluate the operator and then the operand subexpressions
- 2. Apply the function that is the value of the operator subexpression to the arguments that are the values of the operand subexpression

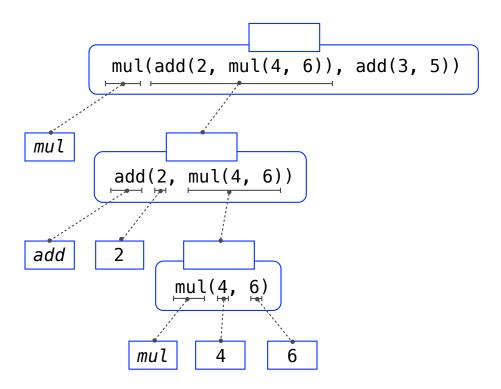


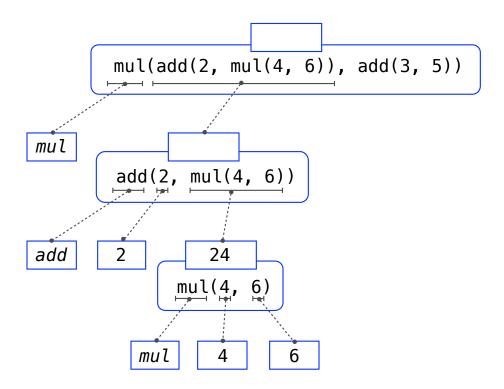


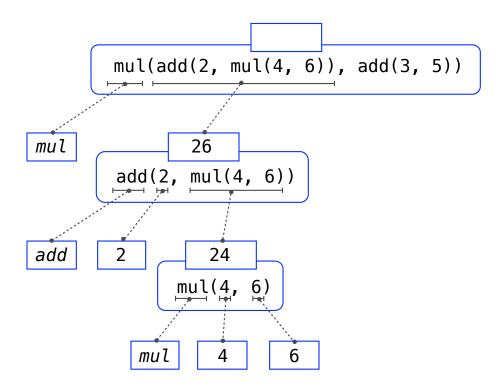


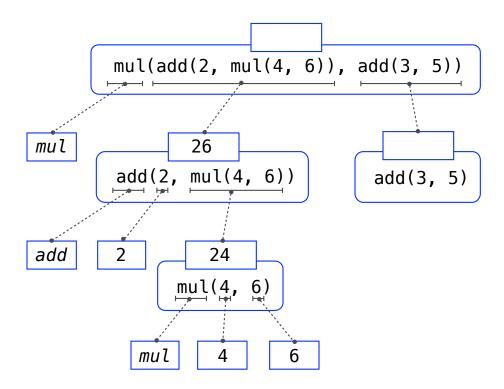


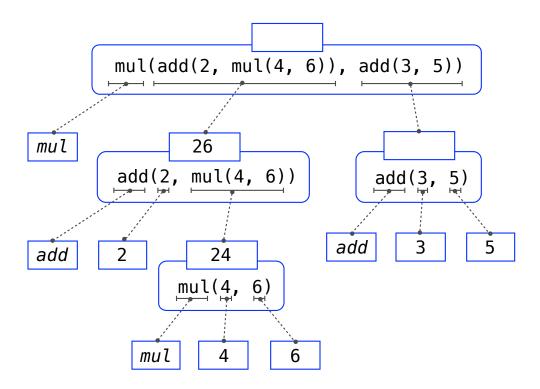


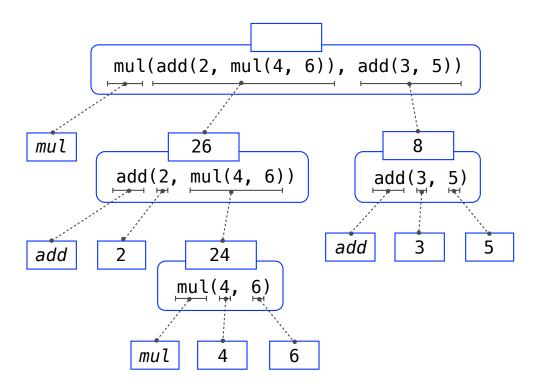


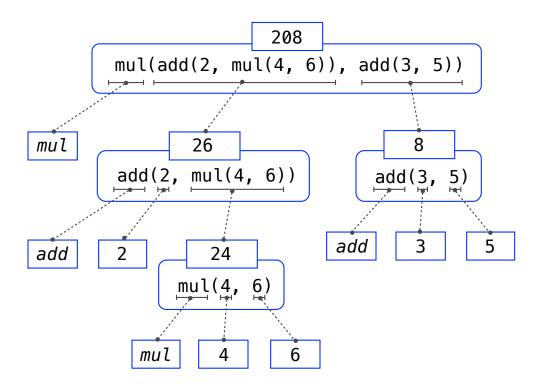


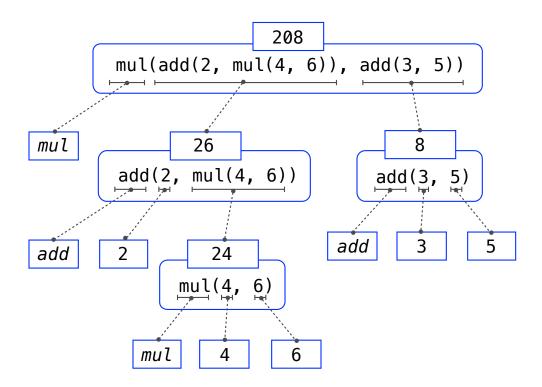


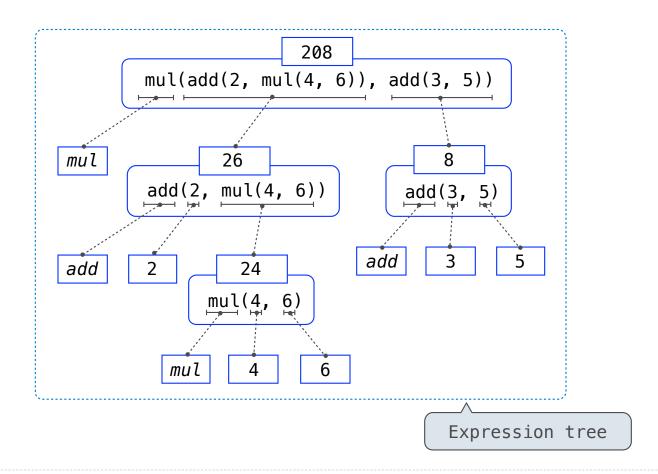


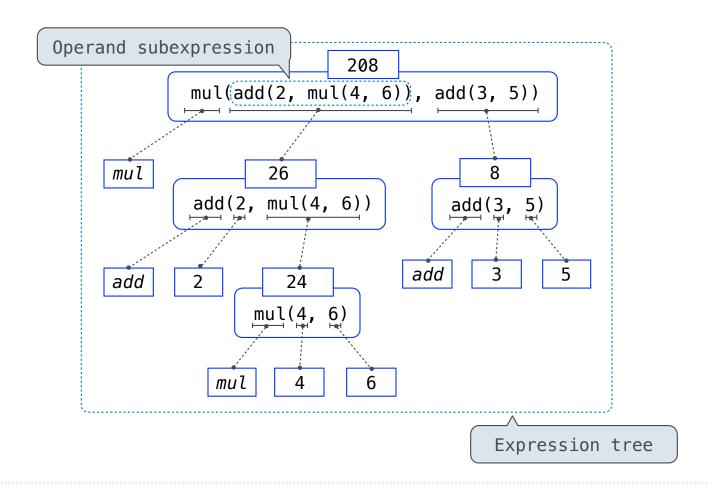


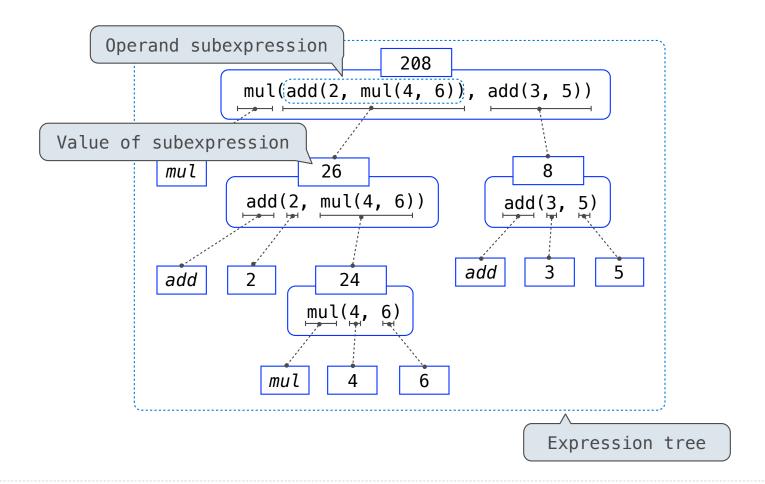


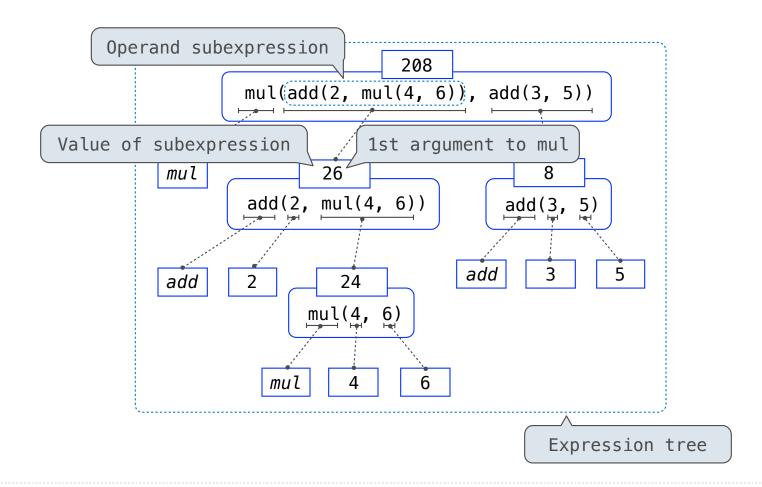


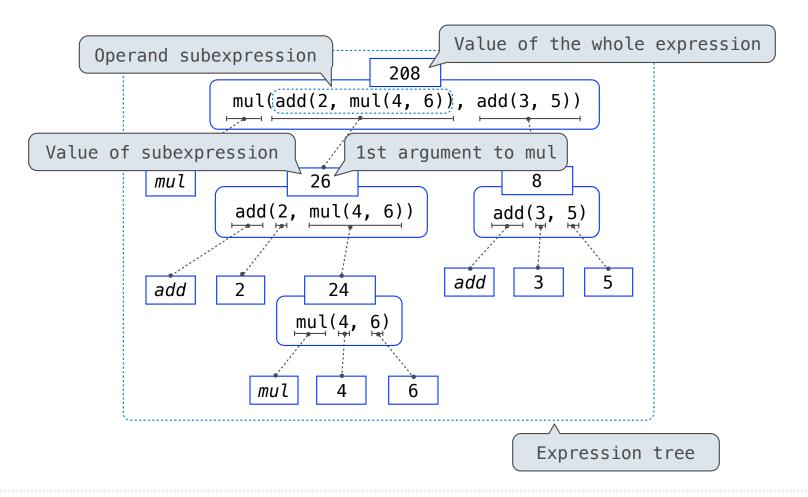












Functions, Objects, and Interpreters

(Demo)