WORKSHOP #1

INTRODUCTION TO COMP10001

Hello

- About me:
  - Shevon Mendis
  - BSc - Computing & Software Systems
  - Currently tutoring and working as a freelance web developer
    - First semester tutoring this subject so any feedback will be greatly appreciated

Hello

- Email: shevonm@unimelb.edu.au
  - Before you email me:
    - Check the Grok forums first as other students may have asked the same/ similar questions
    - Try asking your questions on the forums as the answers reach a broader audience, and hence, enable more students to benefit from it

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  - Memes are ok

Hello

- Tutorials:
  - 11am, Monday at Sidney Myer 116
  - 12pm, Monday at John Medley G05
  - 11am, Thursday at Sidney Myer 117

Tutorials / Labs Structure

- Tutorials (ie Workshop 1):
  - Learn new programming concepts in Python
  - Learn how to think like a programmer
  - We will most likely cover:
    - Lecture content from previous week
    - Problems on the tutorial sheet
    - If time allows for it, I will try to squeeze in a few additional questions

- Labs (ie Workshop 2):
  - Practice your programming skills
  - Will focus on Grok Modules and projects

Advice on Doing Well

- Keep up with Grok:
  - They are assessed and are probably the easiest marks you can earn for this subject
  - Possibility of getting bonus marks as well

- Don't get complacent:
  - Getting all the Green Diamonds only accounts for 10%!
  - MST is usually a big wake up call for most students

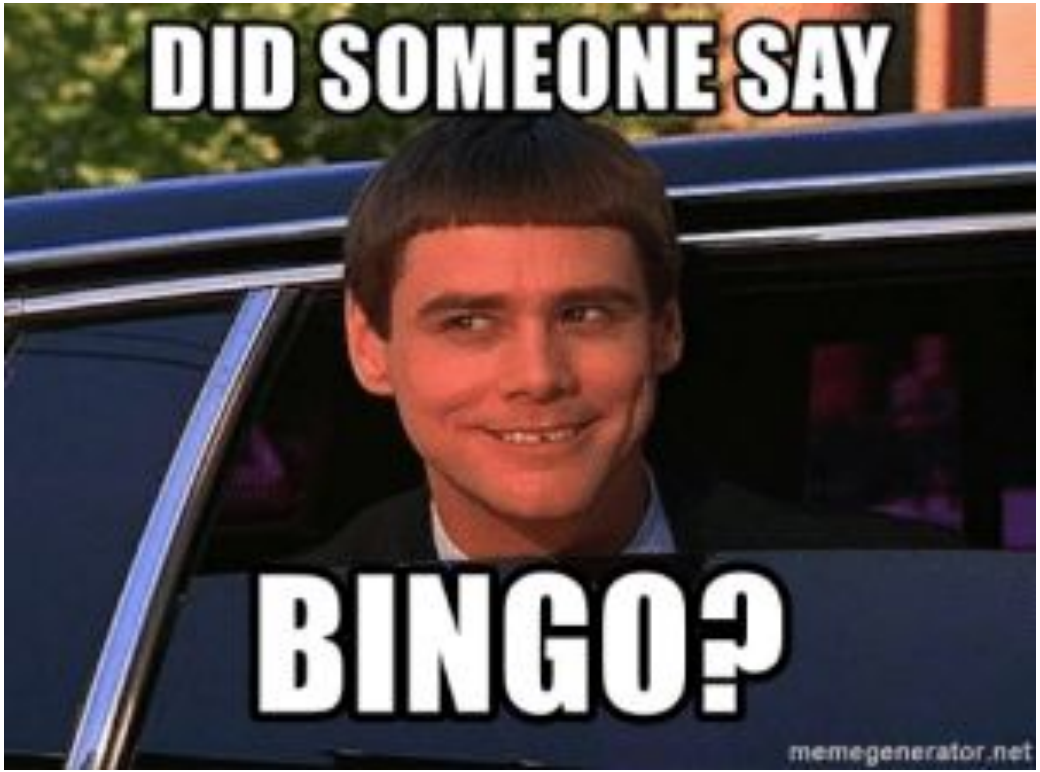
- Ask questions:
  - There are no stupid questions, unless they're irrelevant to the course content
  - Be the brave person that raises their hand

Advice on Doing Well

- When working on projects:
  - Break down the problems- working on a whiteboard often helps
  - Start on projects early!
    - Get something that works ASAP and then spend the remaining time cleaning your code and optimising your solution

- Revise, revise, revise
  - Spend a few hours every week reviewing the lecture content
  - Helps to form study groups

Ice Breaker!



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    - Running a program simply means getting the computer to execute the commands you've written

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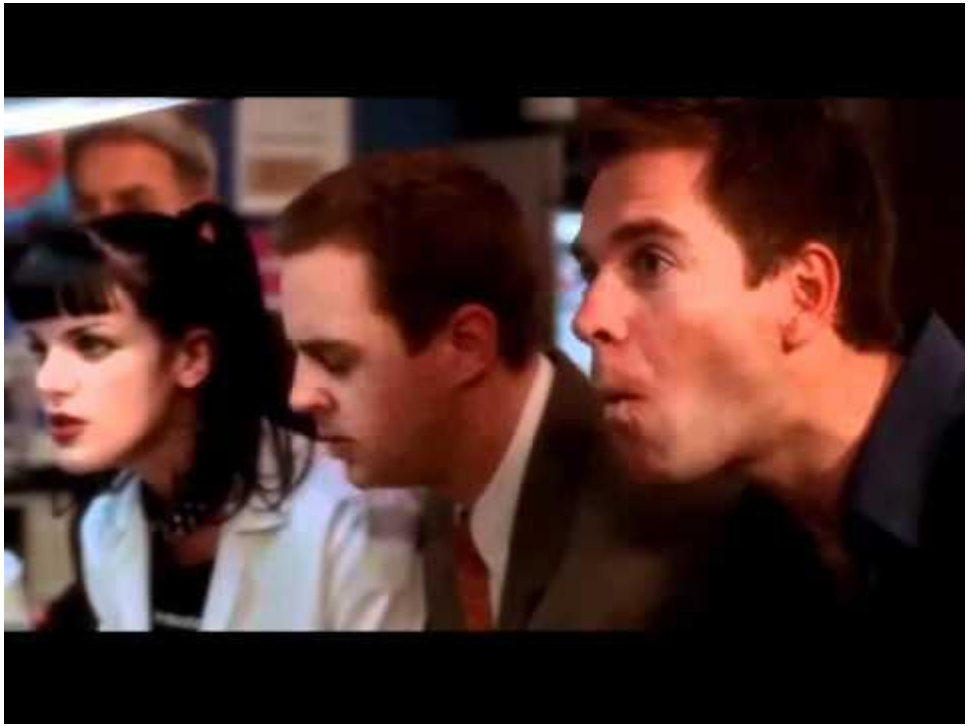
    - A programming language allows you to communicate with a computer and execute commands on it (by structuring instructions in an unambiguous manner)
    - We need it in order to translate our thoughts into instructions that a computer that process in order to execute a specific task

Quiz



Announcements

- Will be posting slides and notes on GitHub every Friday
  - https://github.com/theshevon/COMP10001

- Grok Worksheets 0, 1 & 2 are due next Monday (16/03)
  - Submit on time- DO NOT wait until 11.59pm!