

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](mailto: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
  - Feel free to send in memes at any time




## Hello



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



## ◀ Tutorials / Labs Structure ▶

- Tutorials / Workshops (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.
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## ◀ 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!







## Question #1



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  - We write programs in specific languages using IDEs (Integrated Development Environment)



## Question #1



- What is a program? How do we write one? What does it mean to run it?
  - A program is a sequence of instructions that can be executed by a computer in order to perform a specific task.
  - We write programs in specific languages using IDEs (Integrated Development Environment)
  - Running a program simply means getting the computer to execute the commands you've written



## Question #2



- What is a programming language and why do we need one?



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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)





## Question #2



- What is a programming language and why do we need one?
  - 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

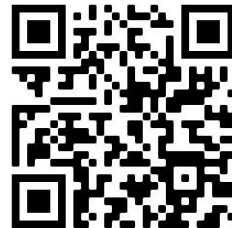






## Announcements

- 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!