WORKSHOP #1 INTRODUCTION TO COMP10001







Hello





- 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



















- 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





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





























- 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











- 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!











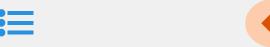




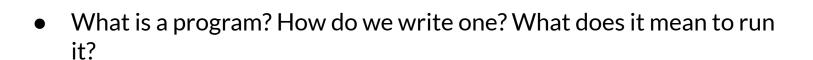


















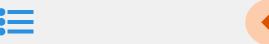
















- What is a program? How do we write one? What does it mean to run it?
 - A program is a sequence of instructions that can be executed by a computer in order to perform a specific task

















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)











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?







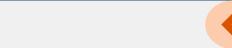
















- What is a programming language and why do we need one?
 - A programming language allows you to communicate with a computer and execute commands on it (by structuring instructions in an unambiguous manner)





















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

WORKSHOP 01: Introduction to COMP10001

https://github.com/theshevon/COMP10001

COMP10001: Foundations of Computing



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