# 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





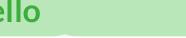












- Email: shevonm@unimelb.edu.au
  - Before you email me:
    - Check the Grok forums first as other students may have asked the same/ similar questions
    - Try asking your questions on the forums as the answers reach a broader audience, and hence, enable more students to benefit from it
  - Feel free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





#### Hello





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

















- 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.







#### Advice on Doing Well





- 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



























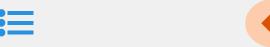




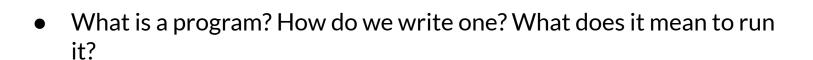






























#### Question #1



- 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.



















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  - 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?







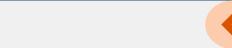
















- What is a programming language and why do we need one?
  - A programming language allows you to communicate with a computer and execute commands on it (by structuring instructions in an unambiguous manner)























- 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 to in order to translate our thoughts into instructions that a computer that process in order to execute a specific task.























































#### **Announcements**

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



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