OPPORTUNITIES IN YEAR 1

- Hack & Roll
- CVWO (Computing for Voluntary Welfare Organizations)
- NUS Hackers Notes to CS Freshmen. Read this!! Really good advice

GOALS OF THIS MODULE

- Primer to programming and computational thinking
    - How to think
    - How to solve problems
- This module is not a javascript 101 course
- Learn how to learn, and learn how to think

WHAT YOU CAN EXPECT FROM CS1101S

- Hard
  - Rigorous
  - Relatively heavy workload
- Rewarding and fun
  - If you embrace the challenge

WHAT I EXPECT OF YOU

- Understand! Do not memorize!
- Do your tutorials!
- ASK QUESTIONS!
- Be **consistent** in your work.

WHAT TO EXPECT OF ME

- I will:

    - Monitor your progress and give comments on your code
    - Clarify your doubts
    - Give you challenge questions to try

- I will not:

    - Re-teach the materials taught in the lecture
    - Debug your code

COMMENTS FROM FIRST MISSION

- Pretty good, though some misunderstood the first question.

- Read up on the runes library to see what functions you have before bulldozing through the missions.

USEFUL MATERIALS

- SICP textboook
- Source documentation
- Piazza (student forum)
- Source style guide
- Source academy editor keyboard shortcuts