

Welcome

## CS1101S Discussion Group Week 1: *Introduction & Administration*

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# Overview

## 1 Introduction

- About me
- About you
- About this module
- About this discussion group

## 2 Advice

- How to learn CS
- How to do missions and sidequests

# About me



- Niu Yunpeng
- Computer Engineering, Year 2
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- LinkedIn: @Niu Yunpeng
- GitHub: @yunpengn

# About you

Introduce yourself to everyone



# About you

## Things to cover in your self-introduction

- Your name?
- Your major (your faculty also if you are not from SoC)?
- Why do you learn CS?
- Why do you take CS1101S?

## Important notice

- Speak loudly!
- Speak clearly!

# About you

There are 8 students in each Discussion Group

- Tan Zong Xian
- Tang Yurou
- Vignesh Shankar
- Wan Chunwei
- Wang Chao
- Yogusvi Tewari
- Zhang Jingchen
- Zhang Yuntong

# About this module

Originated from MIT 6.001



Massachusetts Institute of Technology (MIT), the U.S.A.

# About this module

Now, back to NUS CS1101S



# NUS

National University  
of Singapore

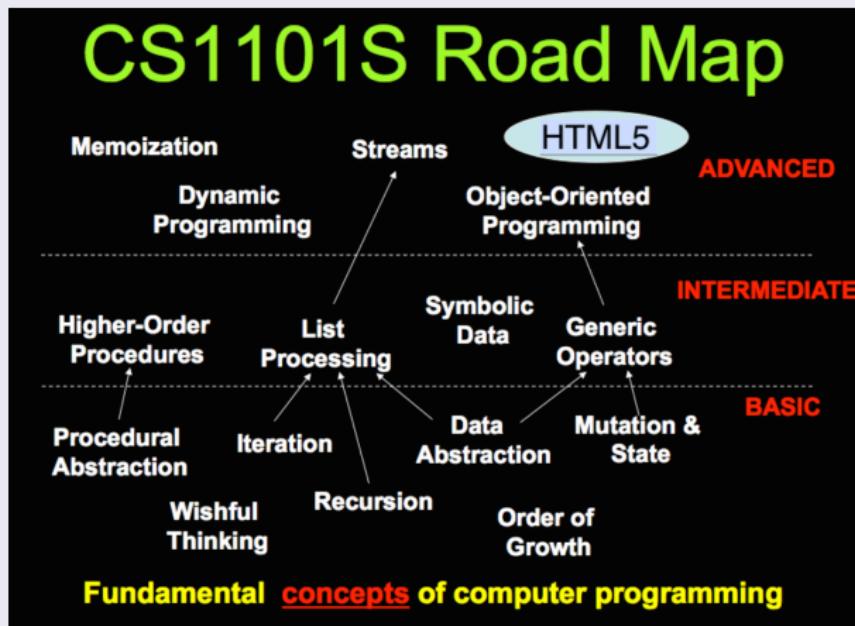


NUS CS1101S Online Folder

<http://comp.nus.edu.sg/~cs1101s>

# About this module

## What to learn in CS1101S



# About this module

## Assessment Components

- 35% Missions (from Source Academy)
- 5% Discussion Group Participation
- 15% ~~Practical Examination~~ Program reading
- 15% Mid-term Test (Oct 4<sup>th</sup>)
- 30% Final Examination (Nov 29<sup>th</sup>)

## Is CS1101S bell-curved?

- No. Not at all.

# About this module

Is it harder than CS1010?

- Yes, more materials will be covered.
- Yes, some of the materials will be more difficult.
- No, because the percentage of students who get A-, A and A+ is however usually higher.

# About this module

## CS1101S Communication Channel

- IVLE Forum
- Facebook Group (click here)
- IVLE Announcement
- Source Academy Announcement

## Caution

- Our Discussion Group has our own communication channel.
- The WhatsApp Group.

# About this Discussion Group

## Discussion Group Administration

- Time: Conducted weekly, Tuesday 14:00 to 16:00.
- Venue: COM1 01-14 (Embedded Systems Teaching Lab 1).
- Participants: Every one of you and me.
- Attendance will be taken every time, however, only attending all the classes (without active participation) may not guarantee you the full marks for the participation component of your CS1101S grade.

# About this Discussion Group

## Ways to participate actively

- Be prepared before class.
- Frequently *ask* questions (both in class and on Whatsapp Group).
- Frequently *answer* questions from your classmates (if you can).
- Tell really funny jokes.

# About this Discussion Group

## Where to find my slides

- We have our own Discussion Group Website.
- Visit <https://cs1101s.azurewebsites.net/>.

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## 2 Advice

- How to learn CS
- How to do missions and sidequests

# To Get Good Grades

## How to get good grades in CS1101S

- Attend all lectures, recitations and discussion groups.
- Finish all missions, sidequests & contests and try your best to get full marks for every one of them.
- Do not be too shy to ask questions.
- From now on, do “*wishful thinking*”!

## About the leaderboard

- Leaderboard does not affect your grade in CS1101S.
- Aim for leaderboard **only if** you finish all your other work in CS1101S and other modules, and you still have extra time.
- Anyway, leaderboard may become the motivation for you to study hard.

# To Get Good Grades

## Leaderboard last year

64/38 /

Level	Achievements
38	40

**Navigation**

- Announcements
- Assessments
- Submissions
- Achievements
- Comments
- Leaderboard
- Students
- Materials

### Leaderboard

1		<u>b</u> <small>Five days ago</small>	Level 38
2		<u>h</u> <small>1 hr</small>	Level 38
3		<u>J_Yue</u> <small>J_Yu</small>	Level 38
4		<u>I_Yunpeng</u> <small>I</small>	Level 38
5		<u>Bao</u> <small>Bao</small>	Level 38

# How to learn Computer Science (CS)

## To become a good CS student

- Appreciate how many changes computers have made in the world.
- Love programming.
- Be prepared to suffer.
- Be resourceful.
- *Google* is always your best friend.

# How to Do Missions and Sidequests in CS1101S

## Follow these steps

- Keep thinking and trying for at least 30 minutes.
- Ask your best friends, **Google**.
- Ask in our DG Whatsapp Group.
- Report to me, since there must be something wrong with the assignment.

# How to Do Missions and Sidequests in CS1101S

## What to expect in Missions and Sidequests

- Graphics Programming (Runes & Curves)
- Security Programming (RSA Encryption / Decryption)
- Sound Programming (Digital Sounds)
- Robotics Programming (*Lego Robot Competition*)
- Game Programming (DeathCube)
- Stream Programming (Solving Algebra Problems with Streams)
- Sorting Programming (in Unity3D game, new idea this year)

End

Let the adventure begin



End

# The End