

Announcements

- Due dates:
 - * Monday, June 9, before noon
 - Lab 11
 - * Tuesday, June 10, before noon
 - Project 3B
 - * Wednesday, June 11, before noon
 - Project 3B for 1-1-1 rule
 - Extra Credit Paper



Announcements

- Drop-In Labs:
 - * This afternoon 4-6pm MGH 030
 - * Monday 1:30-6:30pm MGH 030
 - * Wednesday 8:30am-Noon MGH430
- Class mailing list



Today's Agenda

- Course wrap-up (10 minutes)
- Lecture evaluations (15 minutes)
- Reflection Paper (5 minutes)
- Questions on Project 3B (optional)



Fluency

Fluency has been a huge amount of work ... have you learned anything???

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12:5



Goals of FIT100

FIT100 is designed to ...

- * Make you better computer users today
- * Prepare you to learn more IT as you need it throughout your life
- Upgrade your thinking, making you a better reasoner, problem solver, trouble-shooter, etc.

How have we done?



The Topic List ...

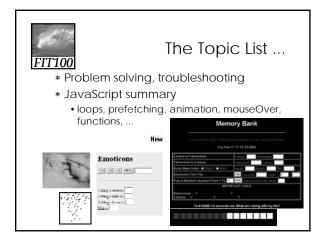
We covered the following topics

- * Importance of vocabulary: abstraction
- * Learning an app on your own: click/blaze
- * Basics of the Internet, domains, TCP/IP, ...
- * HTML programming: tags, tags, tags
- * Structuring information, queries, Google
- * Truth or Fiction? Bogus Web Page
- * Debugging guidelines ... how to do it



The Topic List ...

- * Digital representation—using bits
- * Computer basics and Silicon technology
- * Algorithms—sorting with CDs
- * Programming ideas—Mad Libs
- * Building a GUI in HTML/JavaScript
- * Functions—biggest idea in software
- * Iteration—looping over & over & over &
- * Animation, making things happen





The Topic List ...

- * Digital Media, colorizing, binary, MP3,
- * Database basics, operations on tables
- * Logical Databases—views and queries
- * DB design chalk talk—Student Athletes
- * Netiquette, viruses, worms, email
- * Privacy —opt-in/opt-out, you decide
- * Encryption—hiding secrets from everyone
- * Do computers think? Turing tests
- * ... and today the wrap-up



Fluency Topics

Fluency topics can be classified as

- * Skills
- * Concepts
- * Capabilities



Skills

Skills are the ability to use computers today to solve your problems

- You have learned new applications ... sFTP, Photoshop, Excel, Access, ...
- Better yet, you've learned how to learn applications: "Click Around," "Blaze Away"
- You should be an aggressive, confident user
- Could you learn your next application on your own?



Concepts

Concepts are the foundation of future learning ... you should be ready

- You know how the Internet's TCP/IP works (postcards), how a computer works (F/E cycle), how JavaScript makes animations
- And privacy, netiquette, writing queries, ...
- We don't know what the next technology will be, but it will look familiar to you because you'll see ideas you know

"Popularized" technology should be understandable



Capabilities

The most ambitious goal of this class is to expand your thinking

- Reasoning, debugging, finding information, designing pages or databases, problem solving, research, expecting unexpected,...
- It's not easy to learn these things ... was debugging ever fun???
- All capabilities will be used beyond IT!

By surviving FIT100, you've become a better student!



Majors at UW

Where to go from here...

Majors	Dept.	Focus
Computer Science and Engineering	CSE	- Programming - Animation - Etc.
Informatics	iSchool	Networking Human-Computer Interaction Web Design (organizing information, user needs)
DXarts	Art	- Web Design (visual)
Technical Communication	TC	Web Design (content) Documentation for software



FIT Pioneers

Our experience in this class will make FIT100 better for UW students, and students across the world

When you do something clever because of FIT100, tell us:

daclem@u.washington.edu snyder@cs.washington.edu



And now the evaluation

We'll do course evaluation ...

- * It's voluntary, but I hope you do it
- * Two forms, white and yellow
- * Use #2 pencil to bubble in results
- * I need a volunteer to collect evals
- * In 15 minutes we will do Quick Write 10

I will leave ... and come back in 15 minutes



Quick Write 10

- Put everything away
 - * Phone, pda, laptop, notebook, textbook
- Desk should be clear except for pen or pencil
- You have five minutes



Hints and Solutions

PROJECT 3B (OPTIONAL)