Announcements

Welcome – You’ve found CSE120

- Announcements are usually listed here and displayed before the start of class
- ... they are also given at the top of the class Web page; they are not usually archived here
- Class Web Page:
  - [www.cs.washington.edu/cse120](http://www.cs.washington.edu/cse120)
  - It’s easy to memorize ...
CSE120: A New Course…

Computer Science Principles

Lawrence Snyder
University of Washington, Seattle
Introductions ...

- Instructor: Larry Snyder, Prof. Emeritus
  - I like travel; I’ve lived in > ½ dozen other countries;
  - A favorite food is anchovies + potato chips
- TAs: Daphna Khen, Alana Ohno, Jake Shoudy
Introductions ...

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- TAs: Daphna Khen, Alana Ohno, Jake Shoudy
- ... and you?
  - Interesting Fact About Yourself
  - A Favorite Food
A new course created in Winter 2011 ...
A new course created in Winter 2011
In Wi12, Wi13 we improve it, because ...
- It is being taught at other universities and colleges
- It will one day be taught in high schools
- It continues to be the basis for research studies
Part of this class is for you to help with the experiment by giving your opinion and assessment of class – everyone will appreciate your input
I see the task of this course as teaching

- Computational Principles – “bits can represent all information” – that everyone should know
- Computational Thinking – ways you can use computers to solve (your) problems

If you were thinking this class will be ...

- Trivial, forget it: I teach stuff you haven’t had before
- Difficult, forget it: This will eventually be a high school class
- Fun and interesting: Perfect ... that’s what it is
Some people panic at the mention of the word *programming* ... as if just saying it would cause them to become social outcasts, nerdy, ...
A Brief Word About Programming

- Some people panic at the mention of the word *programming* ... as if just saying it would cause them to become social outcasts, nerdy, ...
- Programming’s a career; it takes years to learn; it pays really well; normal people do it, too
- I teach some programming in this class as part of teaching computational thinking
  - You won’t be a programmer at the end
  - You will still be however “normal” as you are today
  - You will, I hope, also think differently as a result
Class Structure

- 3 lectures – I will talk, demo and we’ll all discuss various topics
- 2 labs – practice with the TA present
- Homework – exercises that helps push the material further ... one hour a day as needed

In computing, there are zillions of detailed facts that no one ever remembers, so computing people are always looking stuff up so they don’t have to learn it; we’ll do that, too, esp. in homework

- “Team project,” Midterm, Final
- Fridays “After Image Survey” ... worth a few points, takes less than 5 minutes
A Brief Word About Why We’re Here

The goal of this class is to teach you to think computationally ...

This class can actually make you smarter!

That’s important enough to repeat ...

This class can actually make you smarter!

All you need to do is ...
Learn CS Principles By ...

Options for getting the content into your brain:

- **Plan A**
- **Plan B**

Make a good-faith effort to try everything and think about what you do
Attend classes and labs ... duh!

Keep up with the assignments – 1 hr/day

If you miss ANY deadline, don’t ignore it – tell me what the problem is, get an extension

Be persistent ... many things will seem confusing at first, but you CAN figure them out ... stay with it

If you don’t “get” something, ask a TA or me
Expectations ... yours of me

- Academically, you can expect me to ...
  - Select most important topics for the curriculum
  - Present the material in the clearest possible way
  - Select exercises and lab assignments that
    - Further your education in this class
    - Are interesting and enjoyable
    - Appreciate that you have other things in your life
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- Personally, you can expect me to be ...
  - Respectful, cooperative, understanding, ...
  - Encouraging, accepting of your contributions, ...
  - Provide help, both online and 1-on-1
Expectations ... mine for you

- Academically, I expect you ...
  - To come to class & labs ready to learn CS Principles
  - To make a sincere effort to understand the material
  - Go online to work on this class each day ...
    - Submit work that you alone created, except team asmts
    - Make constructive comments about improving this class
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  - To make a sincere effort to understand the material
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    - Submit work that you alone created, except team asmts
    - Make constructive comments about improving this class

- Personally, I expect you to
  - Be respectful of me and the other students
  - Contribute to helping others on discussion board
  - Meet deadlines; ask for extensions in extreme need
Announcements

- What you need to do today
  - “Sign up” for this class – that’s tech lingo for committing yourself to make this class work for you
  - Familiarize yourself with the class Web page at http://www.cs.washington.edu/cse120 including ...

  - The location of announcements, assignments, etc.
  - The Academic Conduct guidelines
  - Read “Why to take this class”

- Take the Pre-survey, linked from the Web page
Calendar

All of the scheduling information -- days off, assignments, due dates, reading links, etc. -- are presented on this page. Notice that some links are present, but not populated with a file yet.

### Calendar

All Assignments are due before class on the day shown.

<table>
<thead>
<tr>
<th>Date</th>
<th>Topic</th>
<th>Assignment</th>
<th>Due Today</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jan 7</td>
<td>Lec: Introduction, Expectations, The Plan Slides</td>
<td>Assignment 1</td>
<td>Precourse Survey</td>
</tr>
<tr>
<td>Jan 8</td>
<td>Lab: &quot;What I value&quot; writing exercise; FTP Lab 1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Jan 9</td>
<td>Lec: Lightbot 2.0 - A Game or Programming? Slides Assignment 2</td>
<td>Assignment 1</td>
<td>Assignment 1</td>
</tr>
<tr>
<td>Jan 10</td>
<td>Lab: Web Presence Lab 2 Starter Code Digital Photo of Yourself</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Jan 11</td>
<td>Lec: Digitization -- 0 &amp; 1's Glorious Struggle Slides Assignment 3</td>
<td>Assignment 2</td>
<td>After Image Survey by 5:00</td>
</tr>
<tr>
<td>Weekend</td>
<td>Week 1 Assignment 3 Collect Jan 14 Lec: Processing Introduction Slides</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Lightbot shows up on many gaming sites, but whether or not it’s a “game” is a topic for Wednesday.
- You direct a robot around a “blocks world”
- It’s pretty easy, and I hope it’s fun … there is a purpose to doing it
Questions?