

Welcome to CSE 121!

Elba Garza

Winter 2023

Agenda

- About me
- About this course
 - Learning objectives
 - Other similar courses
 - Course components
- Our learning model
- Tools and resources
 - Course Website
 - Ed
- Assessment and grading
- Collaboration

Agenda

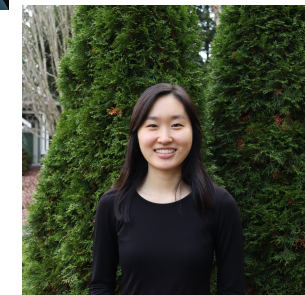
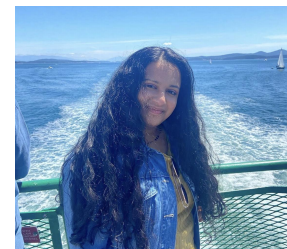
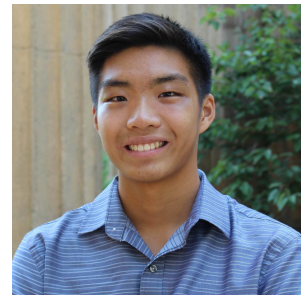
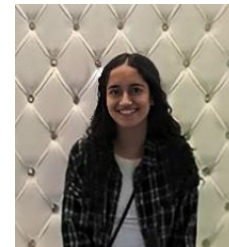
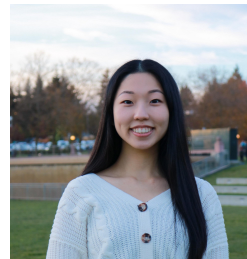
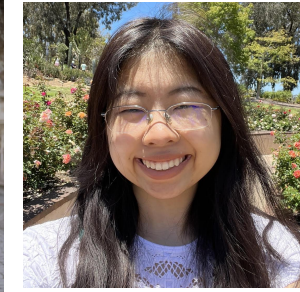
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Hi, I'm Elba! (she/her)

- Newly minted Assistant Teaching Professor
- PhD in CS (Computer Architecture)
- Favorites:
 - Ice cream flavor: lavender
 - Movie: In the Mood for Love
 - Number: 27



Meet (most of) your 28 TAs



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Learning Objectives

or, “What will I learn in this class?”

- **Functionality/Behavior:** Write functionally correct Java programs that meet a provided specification and/or solve a specified problem
- **Functional Decomposition:** Break down problems into subproblems that are modular and reusable, and define methods to represent those subproblems
- **Control Structures:** Select and apply control structures (e.g. methods, loops, conditionals) to manage the flow of control and information in programs
- **Data Abstraction:** Select and apply basic data abstractions (e.g. variables, parameters, arrays, classes) to manage and manipulate data in programs
- **Code Quality:** Define programs that are well-written, readable, maintainable, and conform to established standards

Other Similar Courses

Course	Good choice if...
CSE 121	<ul style="list-style-type: none">• You've never programmed before AND• You are, or want to be, in a major such as CS, CE, ECE, Info, etc. that requires Java programming
CSE 122	<ul style="list-style-type: none">• You've done some programming (roughly one course worth) in any programming language AND• You are, or want to be, in a major such as CS, CE, ECE, Info, etc. that requires Java programming
CSE 123	<ul style="list-style-type: none">• You've taken CSE 123 AND• You are, or want to be, in a major such as CS, CE, ECE, Info, etc. that requires Java programming
CSE 160	<ul style="list-style-type: none">• You've never programmed before AND• You're interested in data science and analysis OR• You'd rather learn Python than Java* OR• You are, or want to be, in a major such as Physics, Bio, Stat, etc. where analyzing data through programming is useful

Other courses of interest: CSE 154, CSE 163

See [Guided Self-Placement](#) and [Introductory Courses](#) for more info

Help Us Improve!

- CSE 121 is ***brand new!***
- We worked hard to build a course we think will be effective and supportive and help you succeed
- We probably didn't get it all right

- We appreciate your patience and understanding if we need to make adjustments during the quarter
- Please give us lots of feedback!
 - Post on Ed and/or use the Anonymous Feedback Tool

Course Components

Lessons (aka Lectures)

- WF, 11:30 or 2:30
- Held live in KNE 210/GUG 220; recordings released afterward
- First introductions to course concepts
- Mix of presentation of content and practice activities/problems
- Pre-work for most sessions

Sections

- TuTh, various times
- Led by TAs
- Held live in person; **not** recorded
 - Materials will be released online afterwards
- Additional review, discussion, and practice
- Mostly practice problems

Attendance is not taken, but you are responsible for all material (including announcements).

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Digression: Macarons



Digression: Macarons



Digression: Macarons



Actually...



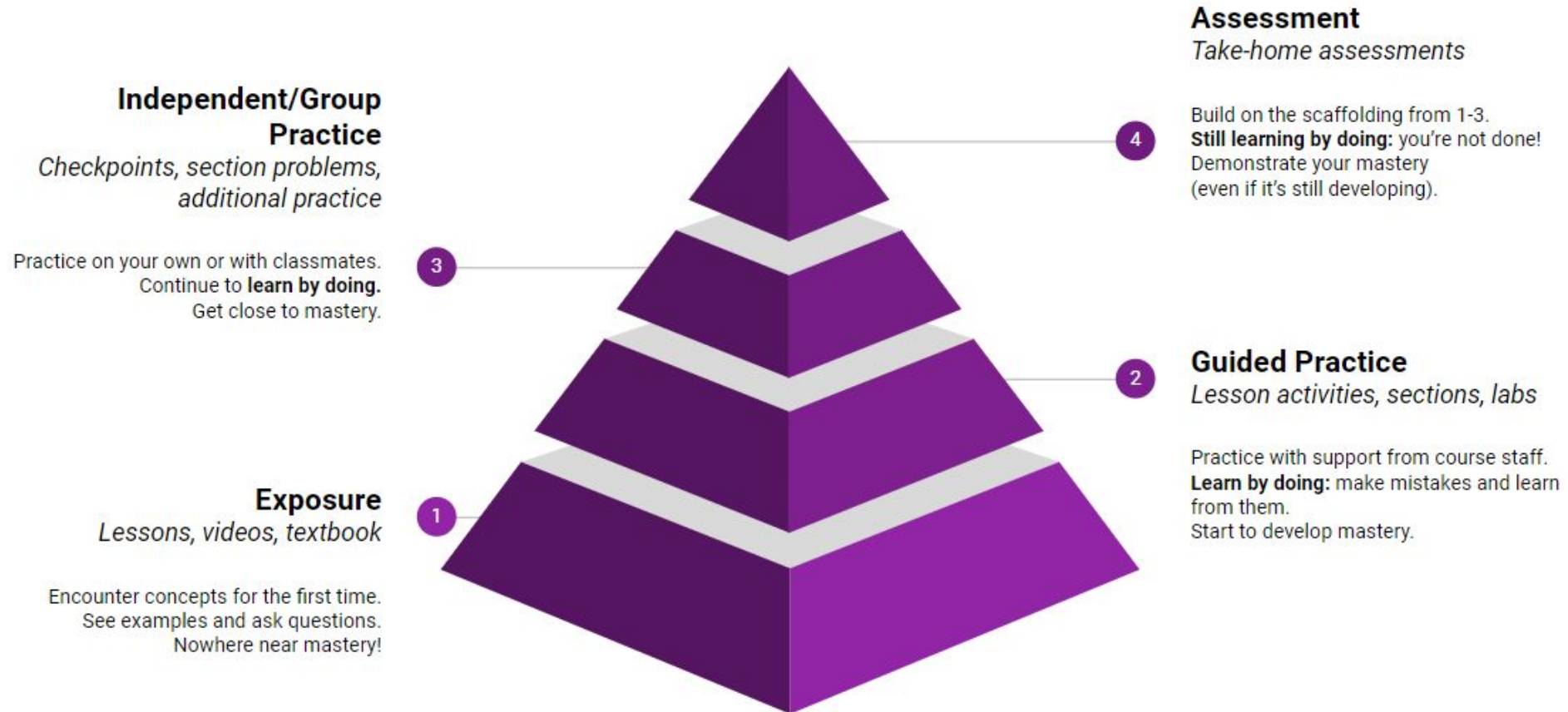
Course Culture and Support

- Currently 566 students enrolled!
 - Wide range of backgrounds, interests, and goals
 - **Everyone** is new to programming
- Support and help each other!
 - Form study groups
 - If you have a question, others almost certainly do too
- Lots of ways to get support from us
 - Ed message board, Introductory Programming Lab (IPL), section

Course Culture and Support

- Policies designed with flexibility in mind
 - Resubmissions/Retakes, lecture recordings
- But life and the world still happen...
- ***Please reach out ASAP if you're struggling or have circumstances that require extra support***

Learning in CSE 121 (or anywhere)



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Course Website

cs.uw.edu/121

- Primary source of course information (*not* Canvas)
- Calendar will contain links to (almost) all resources

The screenshot displays the CSE 121 course website. At the top, a yellow banner reads: "Attention! This website is still under development. More information will be added soon and all content is subject to change." The main header is "CSE 121". A sidebar menu on the left includes: Home / Calendar, Programming Assignments, Creative Projects, Exam, Staff, Office Hours, Syllabus, Grading Rubric, COVID-19 Safety, Resources, Course Tools (with an external link icon), EdStem, and Anonymous Feedback. The main content area features the title "Introduction to Computer Programming I Winter 2023". Below this is a green note: "Note This website is still an early draft. More information will be added soon and content is subject to change until start of quarter." A blue header reads "Welcome to CSE 121: Introduction to Computer Programming I" with a small icon. Two grey expandable sections follow: "What is this class? What will I learn?" and "Prior Experience and Expectations". A blue feedback box states: "Feedback Feedback is always welcome! You can contact the the course staff or submit anonymous feedback." Below this is a link to the "course syllabus". A yellow registration box says: "Registration Do not email the course staff or instructors requesting an add code for this course– the course staff do not have add codes. Please contact the CSE advising team at ugrad-adviser@cs.washington.edu for registration assistance." The "Announcements" section is titled "This Week (at a glance)" and contains a post for "Wednesday (01/04)" with a bullet point: "• 👤 Class Session @ 11:30 in KNE 210 and 2:30 in GUG 220." At the bottom of the sidebar, there is a link for "Acknowledgements".

Course Website

Please review the syllabus ASAP.

Syllabus

Course Information

Teaching Staff
Instructor: Elba Garza
Instructor Email: elba@cs.washington.edu
Registration Questions: CSE Advisors (ugrad-advisor@cs.washington.edu)
Course Staff and Support Hours: [Course Staff and Office Hours](#)

► Who to contact?

Class Session Meeting

See [Class Sessions](#) for information on how each day of class will be run.

- WF: 11:30 am - 12:20 pm (KNE 210)
- WF: 2:30 pm - 3:20 pm (GUG 220)

Other Info

- Course Website: Here! (<https://courses.cs.washington.edu/courses/cse121/23wi> or <https://cs.uw.edu/121>)
- Textbook (Optional; Not Required): Building Java Programs: A Back to Basics Approach (Reges/Stepp)
- Feedback: You can submit (anonymous) feedback for the class here.

- 1) Course Information**
- 2) Course Goals**
 - 2.1) Learning Objectives
- 3) Course Climate**
 - 3.1) Inclusion
 - 3.2) Extenuating Circumstances: "Don't Suffer in Silence"
 - 3.3) Disabilities
 - 3.4) Religious Accommodations
- 4) Software and Textbooks**
 - 4.1) Learning Management System (LMS) - EdStem
 - 4.2) Development Environment (IDE) - IntelliJ
 - 4.3) Textbook (Optional)
- 5) Class Meetings**
 - 5.1) Class Sessions (Lessons)
 - 5.2) Quiz Sections

CSE 121

Home / Calendar

Programming Assignments

Creative Projects

Exam

Staff

Office Hours

Syllabus

Grading Rubric

COVID-19 Safety

Resources

[Course Tools](#)

EdStem

Anonymous Feedback

Introduction to Computer Programming I Winter 2023

Note This website is still an early draft. More information will be added soon and content is subject to change until start of quarter.

Welcome to CSE 121: Introduction to Computer Programming I 🐦

► What is this class? What will I learn?

► Prior Experience and Expectations

Feedback Feedback is always welcome! You can contact the the course staff or submit anonymous feedback.

If you want to learn more about the course and its policies, please check out our [course syllabus](#).

Registration Do not email the course staff or instructors requesting an add code for this course– the course staff do not have add codes. Please contact the CSE advising team at ugrad-adviser@cs.washington.edu for registration assistance.

Announcements

This Week (at a glance)

Wednesday (01/04)

- 👥 Class Session @ 11:30 in KNE 210 and 2:30 in GUG 220.

Thursday (01/05)

- 📖 Quiz Section 0: Introductions

Friday (01/06)

Ed

- Our online learning platform
- Lessons, sections, quizzes all here
- Intro and walkthrough in Section 0

The screenshot shows the Ed Discussion board interface for CSE 121 - 23wi. The top navigation bar includes the course name and various utility icons. The left sidebar lists recent posts, with the selected post 'Welcome to CSE 121!' highlighted. The main content area displays the post details, including the instructor's name, the post text, and engagement metrics like replies and views.

Welcome to CSE 121! 🎉 #2

Elba Garza **INSTRUCTOR**
3 days ago in **Announcements** 1,732 VIEWS

Hi all,

44 Welcome to CSE 121 🎉! My name is Elba Garza, and I will be your instructor this quarter. I am really excited to be working with you this quarter on this exciting journey in our new course CSE 121.

I hope y'all managed to stay safe and healthy and had an enjoyable winter break. You're receiving this email on our Ed Discussion board, which will be one of the main places for you to connect with your classmates and the course staff. Please see my post #1 for more information on how to use Ed Discussion.

Resources

In CSE 121 we will use the course website for all information about the course. You will soon be able to find the course website [here](http://cs.uw.edu/121) (short URL: <http://cs.uw.edu/121>). **The website is not up yet, but it should be functional by Tuesday, fingers crossed.** 🙌

The course website will be the main place for you to see updates and find information about our course. This includes the syllabus, the lecture calendar, and information about our COVID-19 safety policies. There is a lot there, so we will spend most of the first day of class talking about the class and its structure. **The course website will be your main place to find new links to lessons, assignments, and other course resources.**

The only other place you will need to check regularly is this Ed Discussion board, which is where you're currently at. Ed is where you can post questions about the course that your peers or the course staff can answer. I encourage you to visit the discussion board often to pitch in on the discussions. I will also post any announcements on the discussion board. You can learn more about how to use Ed in #1.

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- **Assessment and grading** ←
- Collaboration

Assessment and Grading

- Our goal in the course is for you to **gain proficiency of the concepts and skills** we teach
- We assess your proficiency by asking you to apply the concepts and skills on tasks or problems
- By necessity, we are assessing your work as a proxy for your proficiency

Assignments

- Your learning in this course will be assessed in four ways:
 - Programming Assignments (~biweekly, 4 total)
 - Structured programming assignments to assess your proficiency of programming concepts
 - Creative Projects (~biweekly, 4 total)
 - Smaller, more open-ended assignments to give you space to explore
 - Quizzes (3 total, in section)
 - Series of problems covering all material up to that point
 - Final Exam (**Tuesday, March 14th**)
 - Final, culminating assessment of all your skills and knowledge

Resubmission/Retakes

Learning takes time, and doesn't always happen on the first try!

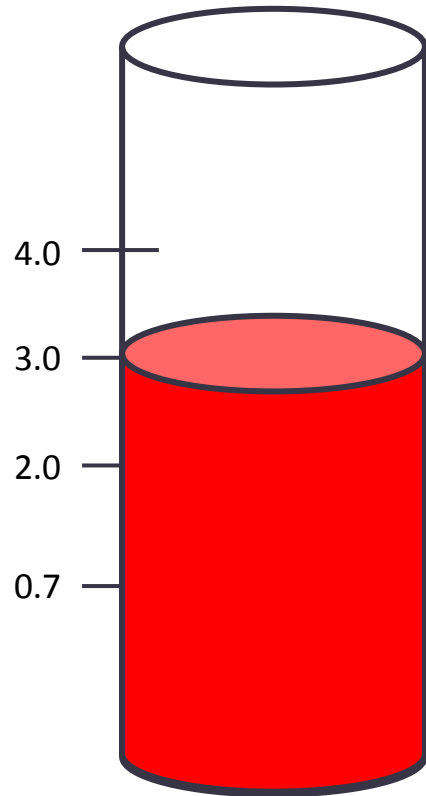
- One previous Programming Assignment or Creative Project can be **resubmitted** each week
 - Must be accompanied by a write-up describing changes
 - Grade on resubmission will replace original grade
 - Each assignment should only be resubmitted once!
- Each Quiz can be retaken once
 - Retakes scheduled at certain times— details forthcoming
 - Best per-problem policy, so you can focus on what you missed
- See the [syllabus](#) for more details

Grading

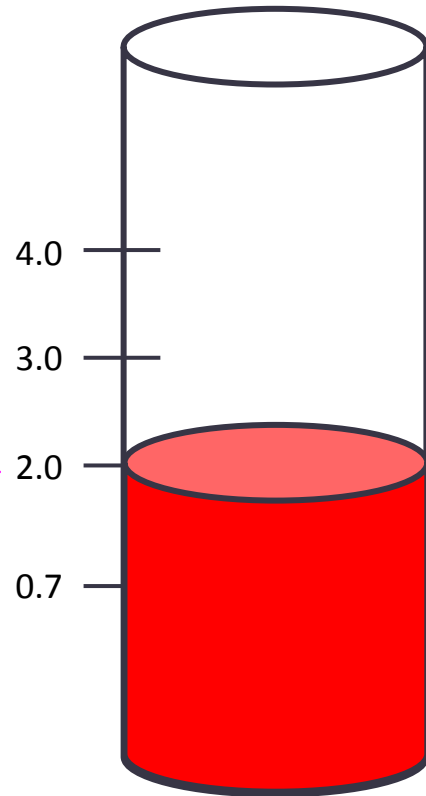
Grades should reflect your proficiency in the course objectives

- All assignments will be graded **E (Excellent)**, **S (Satisfactory)**, or **N (Not yet)**
 - Under certain circumstances, a grade of U (Unassessable) may be assigned
 - In some cases, not all grades will be given
- Final grades will be assigned based on the **amount of work at each level**
- See the [syllabus](#) for more details

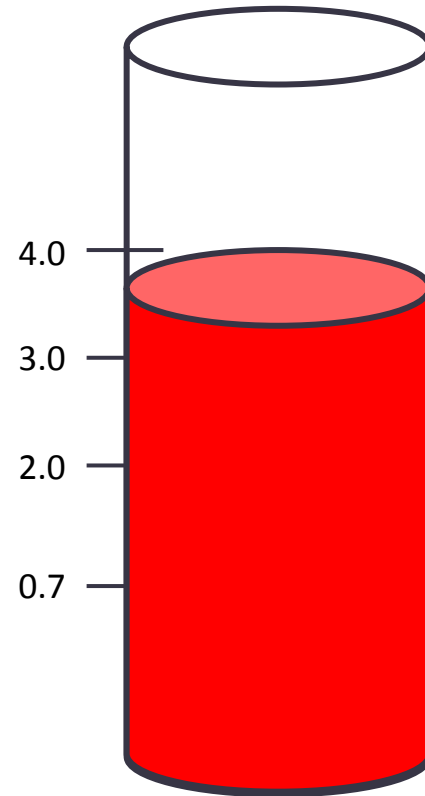
Grading



Programming Assignments



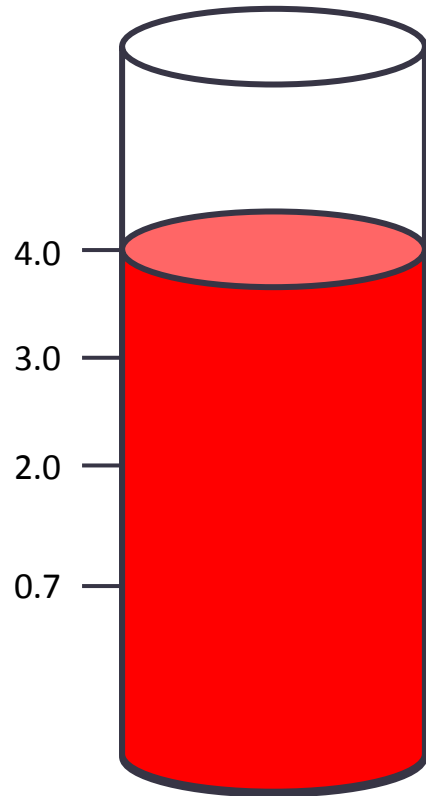
Creative Assignments



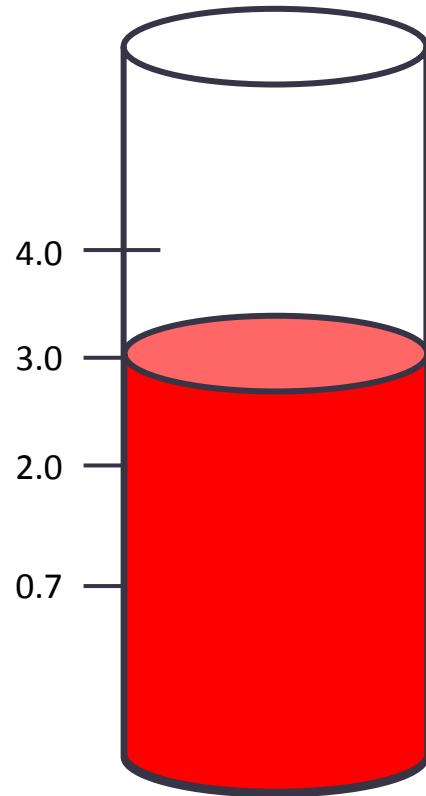
Quizzes/Final Exam

1. **Base grade:** Identify the highest minimum grade for which the student meets **all** requirements.
2. **Additional S's and E's:** Count the number of each of the following earned beyond the requirements for the base grade identified in the last step:
3. **Adjustment:** Multiply each count by a multiplier and add the result to the base grade. Each count may use a different multiplier. Multipliers will be determined at the end of the quarter.

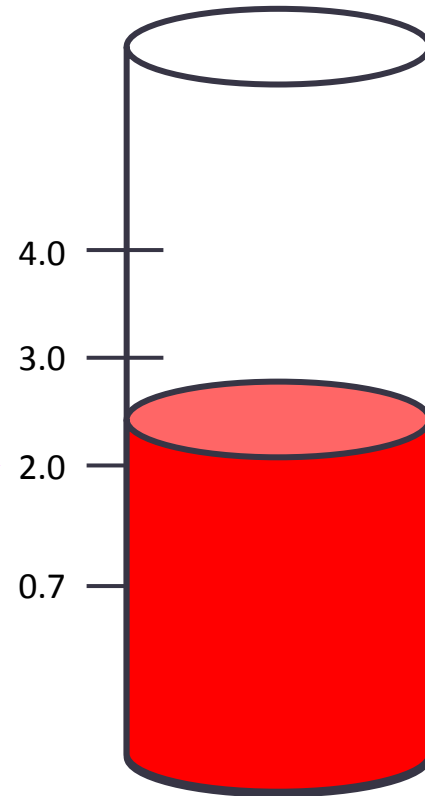
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Programming Assignments



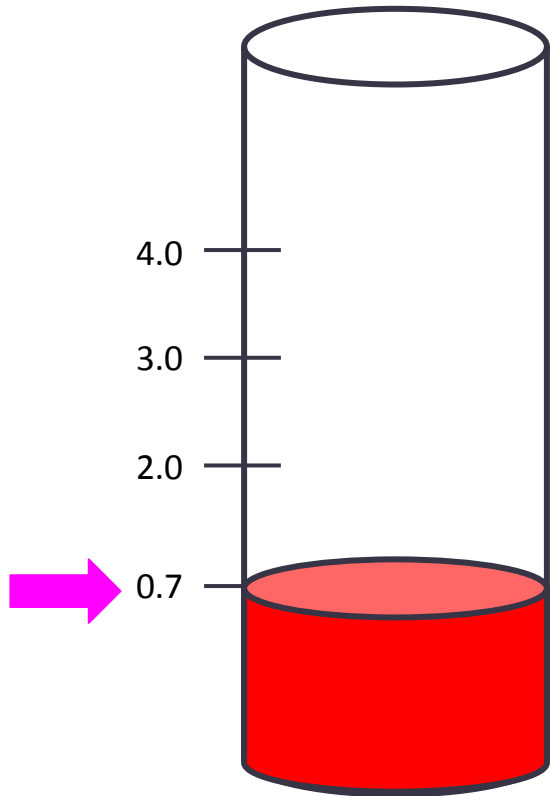
Creative Assignments



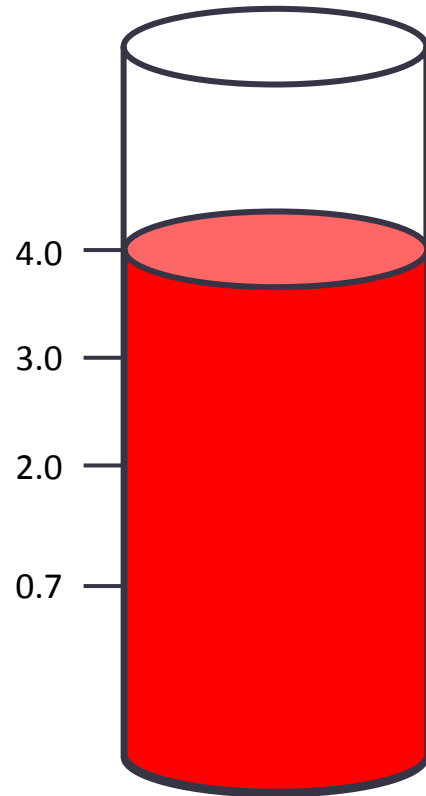
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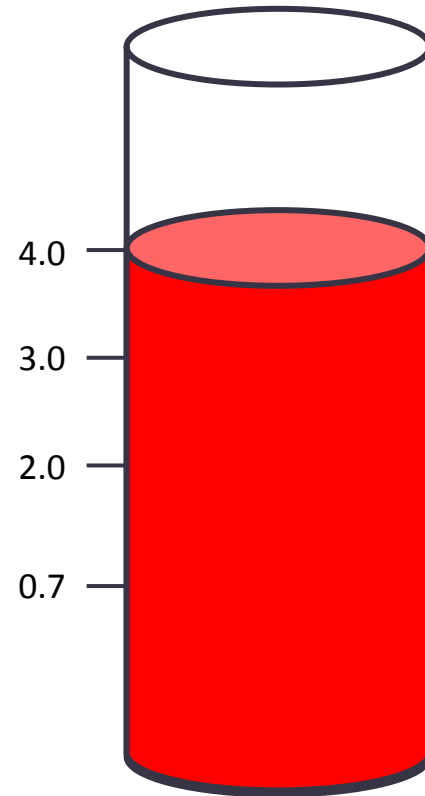
Grading



Programming Assignments



Creative Assignments



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Collaboration Policy

Learning is hard, but it's easier when you learn from each other

- You are encouraged to form study groups, work together on practice and review, and discuss your ideas and approaches **at a high level**
- If you discuss your ideas with others, you must **cite them**
- All work you submit for grading **must be *predominantly and substantially* your own**
- Work that violates policy may be withdrawn

- See the [syllabus](#) for more details