

CSE 121 Lesson 1: Printing & Turtles

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Winter 2024



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Today's song: Turtles All the Way Down

Announcements, Reminders

- Check out [website](#) for links to all activities, materials
- Office hours have been posted (many!) – say hi!
- Creative Project 0 will be out tonight (~8pm)!
- The IPL will open on Monday (Jan 8)
- Fill out the introductory survey!
 - About 45% of the class has filled it out so far – ty <3

Reassuring some worries from intro survey

Pace, difficulty (esp at UW), & falling behind. [Most common]

we have a gentle ramp-up. Above all, we're on your side – please reach out for help!

Math

some CS is a lot of math, but not really in 121 – you make the computer do the math!

“I am terrified that everyone is secretly a coding wizard and I'm the only complete beginner.”

this class is for beginners! And who knows, maybe you are a coding wizard...

Finding groups?

A good chunk of people asked about finding study groups!

Some thoughts:

- as you'll see today, we do lots of pair/group learning in class. Vibe well with someone? Ask them to study :)
- say hi to folks in section, office hours, and the IPL!

And some fun responses...

“I will have so so so many questions”

“My dad is a computer programmer and he thought I should take at least one CSE course before I graduate, so this one is for you Pops!”

“None. Zero. Absolutely nothing. Computers are still magic and witchcraft in my world.”

“Stream "Flyweight Love" by Vienna Teng”

Escape Sequences

escape sequence: A special sequence of characters used to represent certain special characters in a string.

- `\"` to produce `"` in a String
- `\\` to produce `\` in a String
- `\n` to produce a new line character (or line break) in a String
- And there are more!

Activities in Class

- **Goal:** To get you actively participating in your learning!
- May ask you to think and volunteer a suggestion
- May ask you poll in with a response (via slido)
- *Not graded* but strongly encouraged to maximize your learning and use of class time!

- Common Format: **Think, Pair, Share**
 - Question is posed
 - **Think** about the question on your own
 - **Pair** up with your neighbor and discuss the question
 - Focus on *how* you arrived at your answers, whether they're the same or different!
 - **Share** what you discussed with the rest of the class!

Poll in with your answer!



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How many lines of output would the following code produce?

```
System.out.println("hello");  
System.out.print("moi");  
System.out.print("bonjour");  
System.out.println("pryvit");  
System.out.print("nihao");  
System.out.println("hola");
```

- a) 1
- b) 2
- c) 3
- d) 5
- e) 6



Turtle Time!



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Turtles!

```
Turtle donatello = new Turtle();
```

Method	Description
<code>forward(<i>n</i>)</code>	Moves the turtle forward by <i>n</i> steps
<code>backward(<i>n</i>)</code>	Moves the turtle backward by <i>n</i> steps
<code>right(<i>d</i>)</code>	Turns the turtle right by <i>d</i> degrees
<code>left(<i>d</i>)</code>	Turns the turtle left by <i>d</i> degrees
<code>speed(<i>ms</i>)</code>	Sets the number of milliseconds it takes for the turtle to perform an action (e.g., if <i>ms</i> is 1000, then it will take the turtle 1000 ms = 1 second to perform an action like moving forward or turning).
<code>up()</code>	Picks up the turtle's pen so it doesn't draw when it moves
<code>down()</code>	Puts the turtle's pen down so it draws when it moves
<code>width(<i>w</i>)</code>	Sets the width of the turtle's pen to <i>w</i> pixels wide
<code>penColor(<i>c</i>)</code>	Sets the color of the turtle's pen to <i>c</i>

Poll in with your answer!



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Assuming we have created a Turtle named donatello, what do you think the following commands would end up drawing?

```
donatello.left(90);  
donatello.forward(30);  
donatello.right(135);  
donatello.forward(40);  
donatello.left(135);  
donatello.forward(30);
```

- a) A circle
- b) A triangle
- c) The letter M
- d) The letter N
- e) A star



Food for Thought



A weekly section where I introduce open problems related to our lecture topic(s) of the week.

Goals:

1. give you “conversational familiarity” with CS terminology
2. see how CS interacts with other fields and people!
3. point you in the direction of more CSE (or adjacent) classes

Note: not tested content. Just food for thought :)

Accessibility: can everyone use Turtle? (1/2)

Hint: have you heard of the term “alt text”?

How is it relevant here?

Accessibility: can everyone use Turtle? (2/2)

Hint: have you heard of the term “alt text”?

How is it relevant here?

Bigger picture question: how do blind (and non-sighted) people use computers?

Accessibility: what's next? (1/3)

We're not close to done!

- there are many more types of access needs than what we've discussed today
- we don't have enough CS knowledge to dive deep (yet!)

We'll talk about accessibility again in the future
– including in future lectures, assignments, & reflections!

Accessibility: what's next? (2/3)

But, we want you to think about accessibility as you learn more about computers, programming, and technology.

About 1 in 4 Americans (~40-60 million) have a disability ([CDC](#), [Census](#))

So, this is a problem that matters, regardless of whether or not you become a computer science major, write code for a living, etc.

Accessibility: what's next? (3/3)

UW (and UW CSE) has some absolutely stellar folks who work on accessibility, and ways to get involved!

- Jen Mankoff's [CSE 493E: Accessibility](#)
- the [Quorum](#) language
- UW [CREATE](#), [AccessComputing](#), [Disability Studies](#), [ASL Minor](#)

Bottom line: Explore and be curious!
(and reach out if you want to learn more!)

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