

LEC 01

CSE 121

Printing, Strings, and Variables

Questions during Class?

Raise hand or send here

sli.do #cse121



BEFORE WE START

*Talk to your neighbors:**What is your favorite handheld food?***Respond on sli.do!**Music:  [CSE 121 26wi Lecture Tunes](#) **Instructor:** Miya Natsuhara

TAs:	Amogh	Hayden	Anum	Sam	Shayna
	William	Aki	Abdul	Ethan	Jesse
	Johnathan	Spencer	Janvi	Jessica	Minh
	Anant	Savannah	Navya	Paul	Cayden
	Reese	Tamsyn	Ruslana	Carson	

Agenda

- **Announcements, Reminders**
- Hello, World Review!
- Printing, Strings, and Variables
- Code Example
- Syllabus Review
 - Assessments, Grading, Collaboration, and AI
- C0 Overview

Announcements, Reminders

- Links to all materials and activities are available on the [website](#)
- **Creative Project 0 (C0)** will be released tonight
 - due Wednesday, Jan 14th
- Fill out the [welcome survey](#) by Sunday, January 11th
 - gives us valuable insight!
 - important that Google Forms works in CSE 121
 - Google Forms [troubleshooting guide](#) on website
- New Ed tool: [Sandbox](#) (write all the code you want!)

Aside: Office Hours!

The [IPL](#) (TA office hours) will open on Monday (Jan 12) at 12:30 PM.

- one of the best parts of the course!
- but, TAs are instructed to not just give you the answer!
 - why not? you wouldn't be learning!
 - e.g. “my code doesn't work” versus “I tried X, expected Y, but got Z. Thoughts on what to try next?”
 - also true for instructor office hours ;)

Expect an announcement on Ed with a detailed schedule soon!

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Code Quality

"Programs are meant to be read by humans and only incidentally for computers to execute." –Abelson & Sussman, SICP

Code is about *communication*. Writing code with good **code quality** is important to communicate effectively.

Different organizations have different *standards* for code quality.

- Doesn't mean that any one standard is wrong! (e.g., APA, MLA, Chicago, IEEE, ...)
- Consistency is very helpful within a project
- See our [Code Quality Guide](#) for the standards we will all use in CSE 121

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PCM: Printing, Strings, Variables

- `System.out.print(...)`
 - Prints the given text to the console
- `System.out.println(...)`
 - prints the given text to the console, and then moves to the next line
- **String literals**: a sequence of characters that are *strung* together
 - begin and end with `"..."`
 - example: `"hello"`
- Variables allow us to give a name to a specific value
 - 3 parts: **declaration**, **initialization**, **usage**
 - example:

```
String bestBoy = "gumball";  
System.out.println(bestBoy);
```



Practice: Think

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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) 4

e) 5

f) 6



Practice: Pair

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#cse121

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) 4

e) 5

f) 6

Escape Sequences

Escape Sequence: 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
 - note: in our class, we will ask you not to use this
- and many more!

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Assessment

Why assessment?

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

Resubmissions

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

Each week, one previous assignment or project can be **resubmitted**

- Must be accompanied by reflection explaining your change(s)
- Grade on resubmission replaces original grade
- Assignments eligible for only 3 “cycles” after feedback released

We'll discuss more after our first assignment is graded. See [syllabus](#)!

Section credit

A “nudge” system: earn **section credit** by completing your pre-section work, and attending and engaging in your quiz section.

- we'll post your pre-section work ~24h before your quiz section
- turn in your answers **on paper, at the beginning of your quiz section.**
- **graded on effort** (and intentionally short)

If you **earn section credit for 11 of the 16 sections**, you'll get an extra resubmission!

- no direct grade impact, think of it as optional/extra credit

Grading Scheme

Grades should reflect proficiency in course objectives.

All assignments, quizzes, and exams are graded with an “E/S/N” grade:

- **E (Excellent)**
- **S (Satisfactory)**
- **N (Not Yet)**
- **[U (Unassessable)]**

Grading Assessments

E/S/N (or ESN) grades per assessment type:

- **Programming Assignments**: 4 ESN grades (4 assignments, 16 total)
- **Creative Projects**: 1 ESN grade (4 projects, 4 total)
- **Quizzes**: 3 ESN grades (3 quizzes, 9 total)
- **Final Exam**: 6 ESN grades

We will also drop (ignore) your lowest 2 quiz/final exam grades.

Course Grades

We provide a “***minimum grade guarantee***” for translating to a numeric grade, but not a direct formula.

Much more on this in the [syllabus](#)! (and over the next few weeks)

Minimum Grade	Requirements
<i>Total ESN available</i>	33
3.5	27 Es and 3 additional S+, <u>no Us</u>
3.0	22 Es and 5 additional S+, <u>no Us</u>
2.5	17 Es and 7 additional S+, <u>no Us</u>
2.0	21 S+
1.5	14 S+
0.7	8 S+

S+ = S or E

Collaboration Policy

When we assess your work in this class, we need to know that it's yours.
Unless specified otherwise, **all graded work must be completed individually**.

Some rules to highlight:

- do not share your own solution code or view solution code from any source – including (but not limited to) other students, tutors, or the internet
- do not use AI tools (e.g. ChatGPT) on graded work in a way not allowed by our [AI policy](#)

See [syllabus](#) for more details (this is **very** important to understand).

AI and CSE 121: Our Philosophy

Computing applications enabled by **artificial intelligence (AI)** are increasingly common and more widely used for a variety of tasks.

It is becoming more difficult to teach an introductory computing course without acknowledging the **existence of AI tools**.

But as first-time programmers, **you still need to learn and practice effectively using core programming ‘building blocks’**.

This is what CSE 121 is for.

CSE 121 AI Policy

No part of any graded work may touch an AI tool.

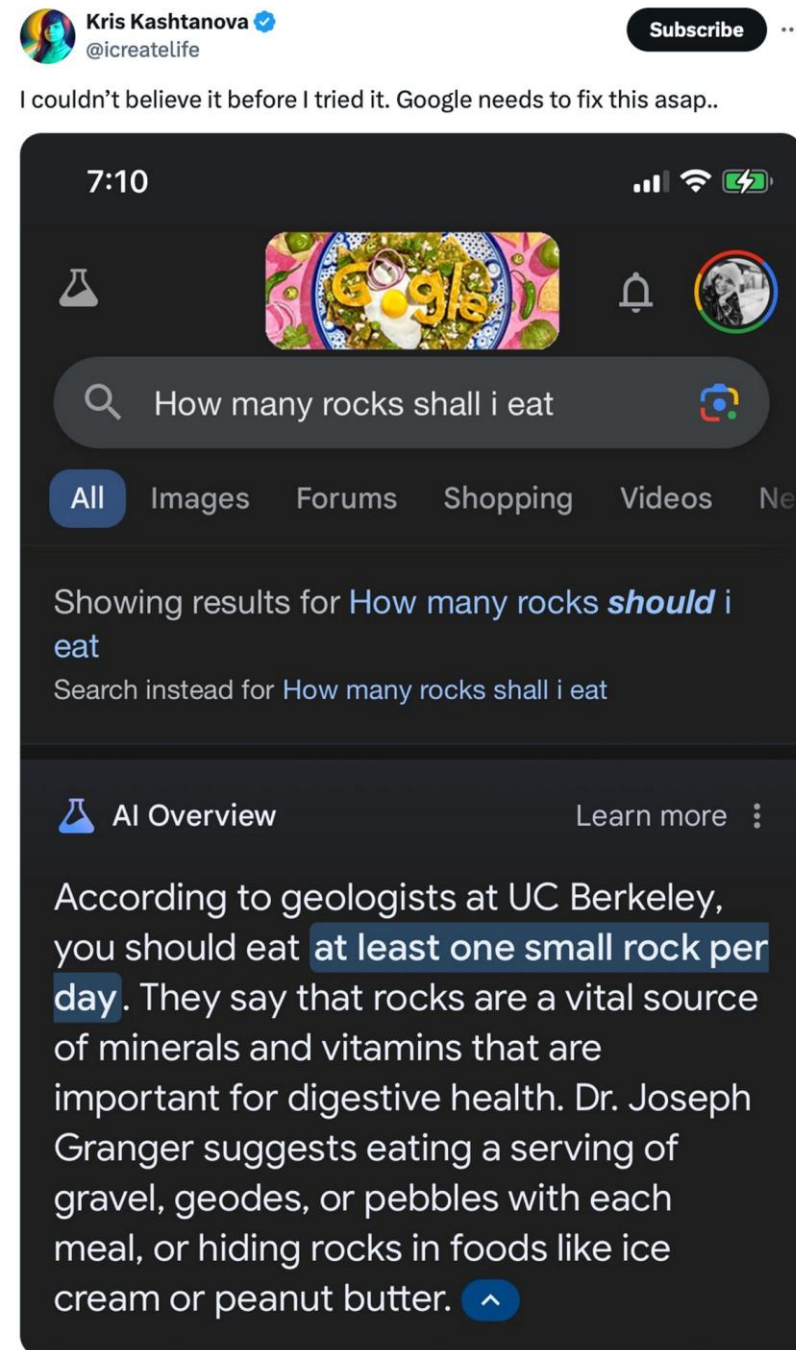
You may not copy and paste any work generated by AI into any graded submission, nor may you copy and paste any work from or for a graded assignment into an AI tool. All other uses of AI on graded work must be cited.

ALLOWED

- Asking AI to **explain an error message**
- Asking AI to **explain the functionality of non-graded code** snippets
- Asking AI to **suggest additional information** or resources

PROHIBITED

- **Generating code, comments, reflections**
- Using AI to **'solve' an assignment**
- Using AI to **write, modify, or extend** reflections, code, comments, etc.



People also ask

Does Cathay Pacific fly from Seattle to Hong Kong?

How long is the direct flight from Seattle to Hong Kong on Cathay Pacific? A: **Flight duration is typically around 3 hours 45 minutes**. May vary slightly depending on weather and air traffic.

<https://www.makemytrip.com>

[Seattle to Hong Kong Cathay Pacific Flights, Fare, Status & Time Schedule](#)

August 2025

Courtesy "[Glue in Pizza? Eat Rocks? Google's AI Search Is Mocked for Bizarre Answers](#)" by Ian Sherr for CNET. May 24, 2024

A Bit More on AI...

With generative AI tools, there's a few things going on:

- making sure that your assessed work is yours
 - just the same as other interactive resources
- even if you go on to use AI to help write your code in the future, you will need to make sure it's **correct**, and possibly tweak it
 - in order to assess its correctness, you need to understand what it's doing...these are some of the skills this class will teach you
- making sure that you're learning correct information
 - hard for you to judge if you're a beginner!
- impacts on the world around us ([environmental impacts of AI](#))

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Creative Project 0 (“C0”): Hello Bugs?! (1/2)

By release date of assignment, all the relevant content will be covered.

- e.g. C0 is just about printing, strings, and escape characters

Assignments are *partially* about “does your program work”, but also:

- test your ability to read a specification
- are graded on **code quality**
- include a **graded reflection** (don't leave this to the last minute)
 - some metacognition, some societal impact & ethics content

Creative Project 0 (“C0”): Hello Bugs?! (2/2)

This specific assignment...

- has two parts: “Basic Task” and “Creative Extension” (do both!)
- has an optional set of code quality slides (to help you practice)
- intentionally gentle onboarding to computer programming
 - is not meant to be time-consuming or stressful
 - but also, not representative of all assignments (or programs)

We look forward to seeing your bugs!!