Welcome to CSE 123!

Brett Wortzman/David Kohlbrenner
Autumn 2023
Agenda

• About us
• About this course
  • Learning objectives
  • Other similar courses
  • Course components
• Our learning model

• Tools and resources
  • Course Website
  • Ed
  • VS Code
• Assessment and grading
• Collaboration
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Hi, I’m Brett! (he/him)

• Associate Teaching Professor
• Frequent intro CS instructor
  • Lead designer/developer of new 12X curriculum
• Also interested in CS education/pedagogy
• Previously:
  • trained CS teachers
  • developed CS curriculum
  • taught high school CS
  • worked as a software engineer
Hi, I’m David (He/Him)!

• Assistant professor (research)

• Usually found teaching 484 (Security & Privacy)

• Excited to bring early course pedagogy to upper-div
  • and upper-div ideas to intro!

• Non-teaching:
  • Co-leads the Security and Privacy research lab
  • Founded a security company
  • Distrusts computers
Meet (most of) your 26 TAs!
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Learning Objectives

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

Seven themes:

• Computational Thinking
• Code Comprehension
• Code Writing

• Communication
• Testing
• Debugging
• Ethics/Impact
Prerequisite Knowledge

• Comfort with control structures
  • loops, conditionals, methods/functions
• Experience with using basic data structures
  • arrays, lists, sets, maps
• Experience with console and file input/output
• Exposure to simple object-oriented programming
  • classes, interfaces
• Programming experience in Java
  • Or willingness to pick up on your own
## Other Similar Courses

<table>
<thead>
<tr>
<th>Course</th>
<th>Good choice if…</th>
</tr>
</thead>
<tbody>
<tr>
<td>CSE 123</td>
<td>• You done a fair bit of programming, at least some of which is in Java AND&lt;br&gt;• You are, or want to be, in a major such as CS, CE, ECE, Info, etc. that requires Java programming OR&lt;br&gt;• You’re interested in creating software (whether as a hobby, side-gig, career, etc.)</td>
</tr>
<tr>
<td>CSE 122</td>
<td>• You’ve done some programming (roughly one course worth) in any programming language AND&lt;br&gt;• You are, or want to be, in a major such as CS, CE, ECE, Info, etc. that requires Java programming</td>
</tr>
<tr>
<td>CSE 143</td>
<td>• You took CSE 142 at UW, at a community college, or through UW in the High School</td>
</tr>
<tr>
<td>CSE 143X</td>
<td>• You’ve done a lot of programming, but not in Java</td>
</tr>
<tr>
<td>CSE 163*</td>
<td>• You’re interested in data science and analysis OR&lt;br&gt;• You want to learn Python* OR&lt;br&gt;• You are, or want to be, in a major such as Physics, Bio, Stat, etc. where analyzing data through programming is useful</td>
</tr>
<tr>
<td>CSE 154</td>
<td>• You’re interested in web development (HTML, CSS, JS)</td>
</tr>
</tbody>
</table>

*Next offered in 24wi

See [Guided Self-Placement](#), [Introductory Courses](#), and [CSE 143/143X](#) for more info
Help Us Improve!

• CSE 123 is **very 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)
• MW, 12:30 or 2:30
• Held live on campus; recordings released after
• First introductions to course concepts
• Mix of presentation of content and practice activities/problems
• Required (but not graded) 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: My Pandemic Hobby

*Amigurumi*: Japanese art of creating crocheted or knitted stuffed toys
Digression: My Pandemic Hobby

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Digression: My Pandemic Hobby

Amigurumi: Japanese art of creating crocheted or knitted stuffed toys
Course Culture and Support

• Currently 478 students enrolled!
  • Wide range of backgrounds, interests, and goals
• 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
  • Message board, IPL, section
Course Culture and Support

• Policies designed with flexibility in mind
  • Resubmissions, quiz problem drops, lecture recordings, etc.

• But life and the world still happen…

• Please reach out ASAP if you’re struggling or have circumstances that require extra support
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Course Website

cs.uw.edu/123

• Primary source of course information (*not* Canvas)
• Calendar will contain links to (almost) all resources
Please review the syllabus ASAP.

Attention! This website is still under development. More information will be added soon and all content is subject to change.

Syllabus

Course Information

Introduction to Computer Programming

Autumn 2023

Welcome to CSE 123: Introduction to Computer Programming III

What is this class? What will I learn?

Prior Experience and Expectations

Syllabus If you want to learn more about the course and its policies, please check out our course syllabus.

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

Registration Please do not email the course staff or instructors regarding registration for the course. The course staff do not have access to add codes. Please email grad-advisor@cs.washington.edu for assistance.

Announcements

This Week (at a glance)

Monday (09/25)

- Nothing!

Tuesday (09/26)

- Nothing!

Wednesday (09/27)

- Lesson 0: Welcome, Syllabus Details
  Class sessions at 10:00 AM-11:40 AM

Thursday (09/28)

- Class sessions at 10:00 AM-11:40 AM
Ed

• Our online learning platform
• Submit graded work
• Receive/View feedback
• Message board
  • Including announcements
P0: Warmup/Review

Will be released today or tomorrow, on Ed.

Not the standard format for assignments going forward, intended to be a series of shorter review questions.

Due Wednesday (10/04)
Defining Classes Review
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Assignments and Grading

• Our goal in the course is for you to **gain proficiency 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 (*tentatively* Tuesday, December 12)
    • 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 (via Google Form)
  • Grade on resubmission will replace original grade
  • Each assignment should only be resubmitted once
• We will drop your two lowest quiz problem grades
  • No special action required— we’ll do this automatically
• 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
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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 pre-class work, practice and review; and discuss your ideas and approaches
- All work you submit for grading must be *predominantly and substantially your own*
- Work that violates policy may be withdrawn within 72 hours
- See the [syllabus](#) for more details