

Welcome to CSE 123!

Brett Wortzman
Spring 2023

Agenda

- About us
- About this course
 - Learning objectives
 - Other similar courses
 - Course components
- Our learning model
- Tools and resources
 - Course Website
 - Ed
- Defining Classes Review
- 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



Meet (most of) your 32 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

Course	Good choice if...
CSE 123	<ul style="list-style-type: none">• You done a fair bit of programming, at least some of which is in Java AND• You are, or want to be, in a major such as CS, CE, ECE, Info, etc. that requires Java programming OR• You're interested in creating software (whether as a hobby, side-gig, career, etc.)
CSE 122	<ul style="list-style-type: none">• You've done some programming (roughly one course worth) in <i>any</i> programming language AND• You are, or want to be, in a major such as CS, CE, ECE, Info, etc. that requires Java programming
CSE 143	<ul style="list-style-type: none">• You took CSE 142 at UW, at a community college, or through UW in the High School
CSE 163	<ul style="list-style-type: none">• You're interested in data science and analysis OR• You want to learn Python* OR• You are, or want to be, in a major such as Physics, Bio, Stat, etc. where analyzing data through programming is useful
CSE 154	<ul style="list-style-type: none">• You're interested in web development (HTML, CSS, JS)

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

Help Us Improve!

- CSE 123 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, 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



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Course Culture and Support

- Currently 597 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/Retakes, 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

CSE 123

- Home / Calendar
- Programming Assignments
- Creative Projects
- Staff
- Office Hours
- Syllabus
- Grading Rubric
- COVID-19 Safety
- Resources

Course Tools [↗](#)

- EdStem
- Anonymous Feedback

[Acknowledgements](#)

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

Introduction to Computer Programming III Spring 2023

Welcome to CSE 123: Introduction to Computer Programming III 🍌

- ▶ What is this class? What will I learn?
- ▶ Prior Experience and Expectations

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 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 ugrad-adviser@cs.washington.edu fr assistance.

Announcements

Course Website

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

Teaching Staff
Instructor: Brett Wortzman
Instructor Email: brettwo@cs.washington.edu
Registration Questions: CSE Advisers (ugrad-adviser@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: 12:30 pm - 1:20 pm (ARC 147)
- WF: 2:30 pm - 3:20 pm (GUG 220)

Other Info

- 1) Course Information
- 2) Course Goals
 - 2.1) Learning Objectives
- 3) Software and Textbooks
- 4) Class Sessions and Quiz Sections
 - 4.1) Class Sessions
 - 4.2) Quiz Sections
- 5) Inclusion
- 6) Required Course Work, Resubmissions, and Late Work
- 7) Getting Help from Staff & Peers
- 8) Course Climate
 - 8.1) Extenuating

CSE 123

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- Course Tools [↗](#)
 - EdStem
 - Anonymous Feedback
- Acknowledgements

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Announcements

Ed

- Our online learning platform
- Lessons, sections, assignments posted
 - Linked from calendar
- Submit graded work
- Receive/View feedback
- Message board
 - Including announcements

The screenshot shows the Ed discussion board interface for CSE 123 - 23sp. The top navigation bar includes 'ed CSE 123 - 23sp - Ed Discussion' and various utility icons. A sidebar on the left lists 'COURSES' (CSE 121 - 23sp, CSE 122 - 23wi, CSE 123 - 23sp, CSE 123 - 23wi, STAFF CSE 12x/14x Co...) and 'CATEGORIES' (General, Lessons, Sections, Programming Assignm..., Creative Projects, Quizzes, Final Exam, Grading Clarification, Social, Announcements). The main content area shows a 'Welcome to CSE 123!' announcement by Brett Wortzman (INSTRUCTOR) 2d ago, followed by a 'Final Exam' announcement by Anonymous 1d ago, and another 'Welcome to Ed!' announcement by Brett Wortzman (INSTRUCTOR) 2d ago. A large 'Select a thread' message is displayed in the center of the main area.

The screenshot shows the CSE 123 course navigation menu. The top bar is 'CSE 123'. Below it is a 'Home / Calendar' section with links to 'Programming Assignments', 'Creative Projects', 'Staff', 'Office Hours', 'Syllabus', 'Grading Rubric', 'COVID-19 Safety', and 'Resources'. A 'Course Tools' section is also visible, containing a link to 'EdStem' (highlighted with a red box) and 'Anonymous Feedback'.



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, June 6)
 - 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
- Each Quiz can be **retaken** once
 - If missed or to improve performance (but not both)
 - Grades taken “best-per-problem”
 - Retakes scheduled at certain times– details forthcoming
- 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