

Welcome to CSE 123!

Brett Wortzman/Kasey Champion

Winter 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

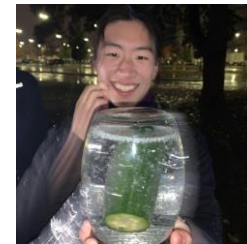
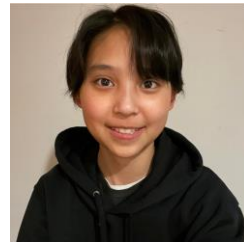
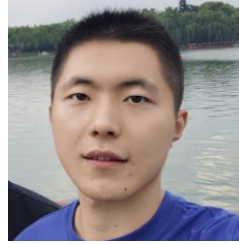
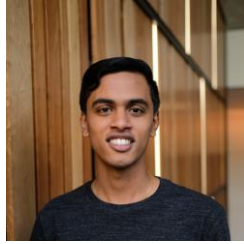


Hi, I'm Kasey! (she/her)

- Part-Time Lecturer
- Technical Program Manager for Chromebooks for Education at Google
- Also teach CSE 492J Interview Prep seminar, CSE 373 Data Structures and Algorithms, more...
- Previously:
 - Director of Interview Question Development at Karat
 - Developer, Program Manager, Content Developer at Microsoft
 - taught high school CS at Franklin HS in Seattle
 - Studied Electrical Engineering at UW



Meet (most of) your 28 TAs!



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Learning Objectives

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

Seven themes:

- Computational Thinking
- Code Comprehension
- Code Writing

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 (23sp)	<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 in KNE; 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 512 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

Winter 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

This Week (at a glance)

Monday (01/02)

- New Year's Day (observed)

Course Website

Please review the syllabus ASAP.

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Syllabus

Course Information

Teaching Staff

Instructors: Brett Wortzman and Kasey Champion

Instructor Email: cse123-instructors@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 (KNE 210)
- WF: 2:30 pm - 3:20 pm (KNE 120)

- 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**

CSE 123

Home / Calendar

Programming Assignments

Creative Projects

Staff

Office Hours

Syllabus

Grading Rubric

COVID-19 Safety

Resources

Course Tools [↗](#)

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Anonymous Feedback

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Ed

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

CSE 123

Home / Calendar

- Programming Assignments
- Creative Projects
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- Syllabus
- Grading Rubric
- COVID-19 Safety
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Course Tools [↗](#)

- EdStem**
- Anonymous Feedback

ed CSE 123 - 23wi - Ed Discussion

New Thread

Search

Filter

Chat

COURSES

- CSE 121 - 23wi
- CSE 122 - 23wi
- CSE 123 - 23wi**
- STAFF - CSE 123 - 23wi
- STAFF CSE 12x/14x ... 10
- STAFF CSE 121 - 23wi
- STAFF CSE 122 STAFF -...
- TA Training 27
- UW CSE 12X Sandbox
- UW CSE Playground 5
- UWHS CSE 56
- Show less

CATEGORIES

- General
- Lessons

17 others online

Welcome to CSE 123! **Announcements** Brett Wortzman **INSTRUCTOR** 1d 7 18

Welcome to Ed! **General** Brett Wortzman **INSTRUCTOR** 1d 5

Select a thread



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 (Tuesday, March 14)
 - 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