

Welcome to CSE 123!

Brett Wortzman/James Wilcox
Winter 2024

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

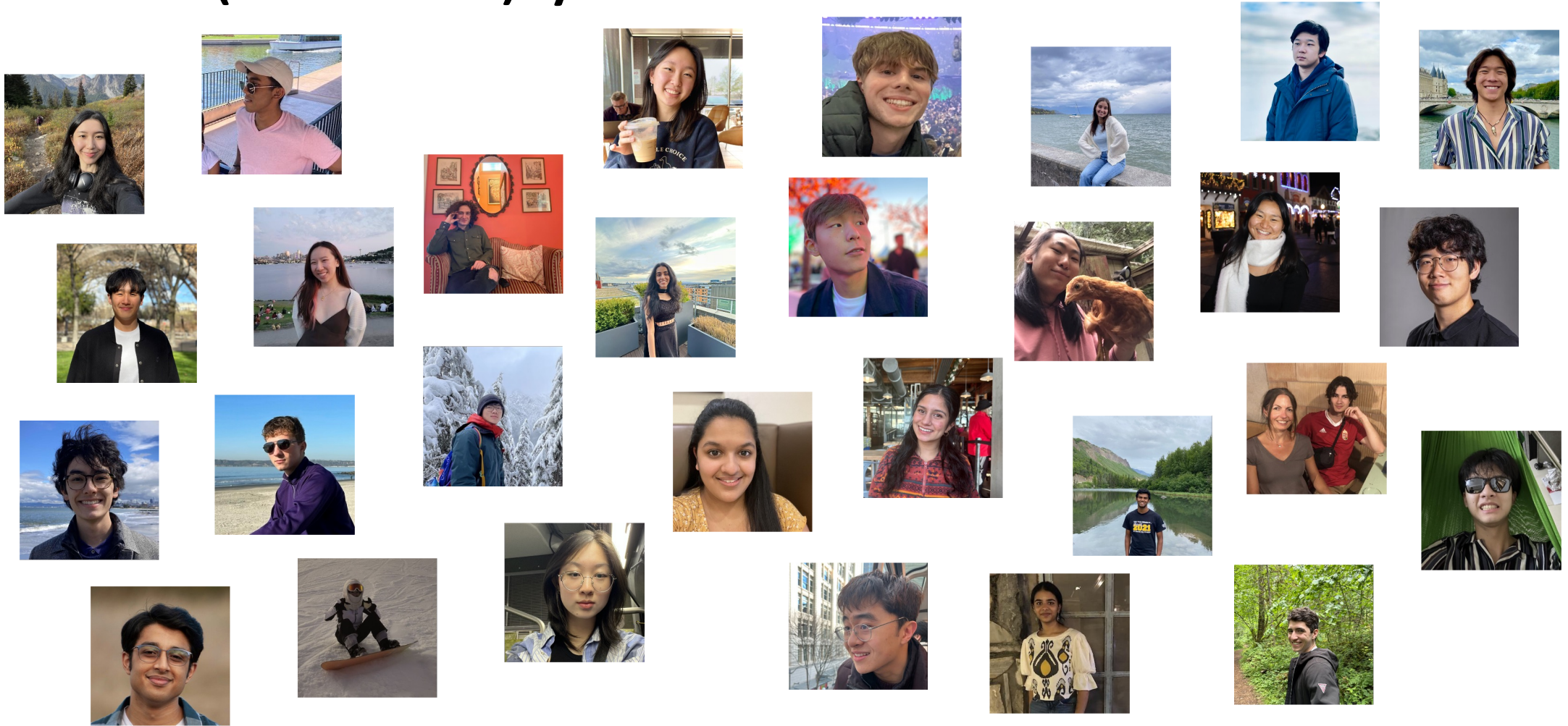


Hi, I'm James! (he/him)

- Assistant Teaching Professor
- First time intro CS instructor (!)
- Areas of interest
 - Programming languages and distributed systems
- Previously:
 - Grad student at UW
 - Was employee #2 at a startup



Meet (most of) your 30 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)

**Next offered in 24sp*

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)

- 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 593 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, ignoring quiz problems, 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

The screenshot shows the course website for CSE 123. On the left is a navigation sidebar with links for Home / Calendar, Syllabus, Programming Assignments, Creative Projects, Staff, Office Hours, Grading Rubrics, COVID-19 Safety, Resources, Course Tools, EdStem, Anonymous Feedback, and Grade Checker. The main content area features a yellow attention banner, the course title 'Introduction to Computer Programming Winter 2024', a welcome message, and several expandable sections: 'What is this class?', 'Prior Experience and Expectations', 'Syllabus', 'Feedback', and 'Registration'. Below these are sections for 'Announcements' and 'This Week (at a glance)', which lists activities for Wednesday (01/03), Thursday (01/04), and Friday (01/05).

CSE 123

Home / Calendar

Syllabus

Programming Assignments

Creative Projects

Staff

Office Hours

Grading Rubrics

COVID-19 Safety

Resources

Course Tools ↗

EdStem

Anonymous Feedback

Grade Checker

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 Winter 2024

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 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 for assistance.

Announcements

This Week (at a glance)

Wednesday (01/03)

- 🦊 Lesson 0: Welcome; Syllabus Details
Class sessions @ 12:30 in KNE 120 and 2:30 in SAV 260.
- 📅 P0 - Warm Up/Review released. Due Wednesday (01/10) @ 11:59 pm.

Thursday (01/04)

- 🦊 Section 0: Welcome

Friday (01/05)

- 📅 Pre-Class Material 1 (Complete before class.)
- 🦊 Lesson 1: Inheritance; Polymorphism

Course Website

Please review the syllabus ASAP.

CSE 123

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Syllabus

Course Information

Teaching Staff

Instructor: Brett Wortzman and James Wilcox

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?

Here are some common types of questions and the best place to ask them to get the fastest and most accurate response.

- **Registration questions?** Email the CSE advisers as the course staff do not have access to add codes.
- **Questions about course concepts?** Visit office hours in the Introductory Programming Lab (IPL), instructor office hours, or post on the Ed Discussion board (more info below)
- **Questions about assignments?** Visit office hours in the Introductory Programming Lab (IPL), instructor office hours, or post on the Ed Discussion board (more info below)
- **Questions about extenuating circumstances?** Post privately on the Ed Discussion board (more info below) or email Brett and James at cse123-instructors@cs.washington.edu

Class Session Meeting

See Class Sessions for information on how each day of class will be run.

- WF: 12:30pm - 1:20pm (GUG 220)
- WF: 2:30pm - 3:20pm (KNE 120)

Other Info

- Prerequisite (Recommended): CSE 122 or completion of Paul G. Allen School's Guided

- 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
- 6.1) Types of Assignments
- 6.2) Late Work
- 7) Course Support Structures
- 7.1) Getting Help from Staff & Peers
- 7.2) Revision and Resubmission (Programming Assignments/Creative Projects)
- 7.3) Ignored Problems (Quizzes/Exam)
- 8) Course Climate
- 8.1) Extenuating Circumstances: "Don't Suffer in Silence"
- 8.2) Disabilities
- 8.3) Religious Accommodations
- 9) Grades

CSE 123

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- 📄 Lesson 1: Inheritance; Polymorphism

Ed

- Our online learning platform
- Submit graded work
- Receive/View feedback
- Message board
 - Including announcements

The screenshot shows the Ed discussion board interface for CSE 123 - 24wi. The top navigation bar is purple and contains the text "ed CSE 123 - 24wi - Ed Discussion" along with various utility icons. On the right side, there is a sidebar menu for "CSE 123" with links to "Home / Calendar", "Programming Assignments", "Creative Projects", "Staff", "Office Hours", "Syllabus", "Grading Rubric", "COVID-19 Safety", "Resources", "Course Tools", and "EdStem" (which is highlighted with a red box). Below the sidebar, the main content area is divided into sections: "New Thread", "Search", "Filter", "Welcome to CSE 123!" (with an announcement by Brett Wortzman), "This Week", and "Welcome to Ed!" (with a general announcement by Brett Wortzman). A left sidebar lists "COURSES" and "CATEGORIES". At the bottom, it shows "222 others online".

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 (1/10)



Visual Studio Code Demo

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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, March 12)
 - Final, culminating assessment of all your skills and knowledge

Resubmission and Quiz Problem Drops

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