## Welcome to CSE 142!

Brett Wortzman Autumn 2020

Please make sure your microphone is muted.

If you're willing, turn on your video so we can see you!

### You Made It!



# Thank your TAs!



























































































### Learning Objectives

or "What will did I learn in this class?"

- Functionality/Behavior: Write functionally correct Java programs that meet a provided specification and/or solve a specified problem
- Functional Decomposition: Break down problems into subproblems that are modular and reusable, and define methods to represent those subproblems
- Control Structures: Select and apply control structures (e.g. methods, loops, conditionals) to manage the flow of control and information in programs
- Data Abstraction: Select and apply basic data abstractions (e.g. variables, parameters, arrays, classes) to manage and manipulate data in programs
- Code Quality: Define programs that are well-written, readable, maintainable, and conform to established standards

### (Partial) Topic List

or another view on "What did I learn in this class?"

- Methods
- Parameters
- Return Values
- Variables
- Types
- Loops (for and while)
- Conditionals

- Console (User) I/O
- File I/O
- Arrays
- Classes
- Inheritance
- ArrayList

### Underlying Skills

or "What did I learn in this class without realizing it?"

- Computational thinking: breaking problems down into smaller, well-defined steps that can be recombined
  - "Thinking like a computer" (Also called algorithmic thinking)
- Testing: determining whether or not a program works as expected
  - Requires really knowing what "as expected" means
- Debugging: finding and fixing errors in existing code
  - Often just as hard (or harder!) than writing the code in the first place



### Digression: My New Hobby

Amigurumi: Japanese art of creating crocheted or knitted stuffed toys





### Learning in CSE 142 (or anywhere)

#### Independent/Group Practice

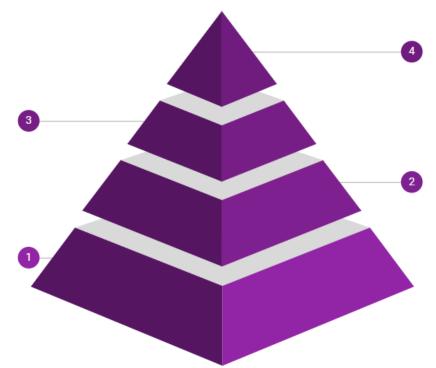
Checkpoints, section problems, additional practice

Practice on your own or with classmates. Continue to **learn by doing.** Get close to mastery.

#### Exposure

Lessons, videos, textbook

Encounter concepts for the first time. See examples and ask questions. Nowhere near mastery!



#### Assessment

Take-home assessments

Build on the scaffolding from 1-3. **Still learning by doing:** you're not done! Demonstrate your mastery (even if it's still developing).

#### **Guided Practice**

Lesson activities, sections, labs

Practice with support from course staff. **Learn by doing:** make mistakes and learn from them. Start to develop mastery.

### Applications of CS

or "What can I do with what I learned?"

- Detect and prevent toxicity online
- <u>Digitize basketball players</u>
- Help DHH people identify sounds
- Figure out how to best distribute relief funds
- Recognize disinformation online
- Make movies
- Improve digital collaboration
- Fix Olympic badminton
- And so much more!

### Future Courses

### or "What can I do next?"

Course	Overview
<u>CSE 143</u> *	Intermediate programming with data structures (Java)
<u>CSE 154</u>	Introduction to web programming (several languages)
<u>CSE 160</u> *	Introduction to programming for data analysis (Python)
<u>CSE 163</u> *	Intermediate programming for data analysis (Python)
<u>CSE 180</u>	Introduction to data science (Python)

<sup>\*</sup>offered Winter 2021

See also: <a href="https://www.cs.washington.edu/academics/ugrad/nonmajor-options/intro-courses">https://www.cs.washington.edu/academics/ugrad/nonmajor-options/intro-courses</a>

### Frequently Asked Questions

- How can I get better at programming?
  - Practice!
- How can I learn to X?
  - Search online, read books, look at examples
- What should I work on next?
  - Anything you can think of! (<u>Here are some ideas</u>)
  - Beware: it's hard to tell what's easy and what's hard.
- Should I learn another language? Which one?
  - That depends— what do you want to do?
- What's the best programming language?
  - (take CSE 341)

# Thank you!!!

