

Announcements

Welcome – You've found CSE120

- Announcements are usually listed here and displayed before the start of class
- ... they are also given at the top of the class Web page; they are not usually archived here
- Class Web Page:
 - www.cs.washington.edu/cse120

CSE120: A New Course...

Computer Science Principles

Lawrence Snyder
University of Washington, Seattle

Introductions ...

- Instructor: Larry Snyder, Prof. Emeritus
 - I like travel; I've lived in > 1/2 dozen other countries;
 - A favorite food is anchovies + potato chips
- TA: Alex Horton, Computer Engineering senior
- TA: Michelle Lim, CS and Economics senior; she'll introduce herself Thursday

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- ... and you?
 - Interesting Fact About Yourself
 - A Favorite Food

CSE120: Computer Science Principles

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CSE120: Computer Science Principles

- A new course created in Winter 2011
- In Wi12 we refine and improve it, because ...
 - It is being taught at other universities and colleges
 - It will one day be taught in high schools
 - It continues to be the basis for research studies
- Part of this class is for you to help with the experiment by giving your opinion and assessment of class – everyone will appreciate your input

... and it all started here!

How I'm Approaching This Course

- I see the task of this course as teaching
 - **Computational Principles** – “bits can represent all information” – that everyone should know
 - **Computational Thinking** – ways you can use to solve (your) problems with computers
- If you were thinking this class will be ...
 - **Trivial**, forget it: I teach stuff you haven't had before
 - **Difficult**, forget it: This will eventually be a high school class
 - **Fun and interesting**: Perfect ... that's what it is

A Brief Word About Programming

- Some people panic at the mention of the word *programming* ... as if just saying it would cause them to become social outcasts, nerdy, ...

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- Programming's a career; it takes years to learn; it pays really well; normal people do it, too
- I teach some programming in this class as part of teaching computational thinking
 - You won't be a programmer at the end
 - You will still be however "normal" as you are today
 - You will, I hope, also think differently as a result

Class Structure

- 3 lectures – I will talk, demo and we'll all discuss various topics
- 2 labs – practice with the TA present
- Homework – exercises that help push the material further ... one hour a day as needed

In computing, there are zillions of detailed facts that no one ever remembers, so computing people are always looking stuff up so they don't have to learn it; we'll do that, too, esp. in homework

- "Team project," Midterm, Final
- Fridays "After Image Survey" ... points for helping with the experiment

A Brief Word About Why We're Here

The goal of this class is to teach you to think computationally ...

This class can actually make you smarter!

That's important enough to repeat ...

This class can actually *make you smarter!*

All you need to do is ...

Learn CS Principles By ...

Options for getting the content into your brain:

- Plan A



- Plan B

Make a
good-faith
effort to try
everything
and think
about what
you do

Expectations ... yours of me

- Academically, you can expect me to ...
 - Select most important topics for the curriculum
 - Present the material in the clearest possible way
 - Select exercises and lab assignments that
 - Further your education in this class
 - Are interesting and enjoyable
 - Appreciate that you have other things in your life

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- Personally, you can expect me to be ...
 - Respectful, cooperative, understanding, ...
 - Encouraging, accepting of your contributions, ...
 - Provide help, both online and 1-on-1

Expectations ... mine for you

- Academically, I expect you ...
 - **To come to class & labs** ready to learn CS Principles
 - To make a sincere effort to understand the material
 - Go online to work on this class each day ...
 - Submit work that **you** alone created, except team asmts
 - Make constructive comments about improving this class

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- Personally, I expect you to
 - Be respectful of me and the other students
 - Contribute to helping others on discussion board
 - Meet deadlines; ask for extensions in extreme need

Announcements

- What you need to do today
 - “**Sign up**” for this class – that’s tech lingo for committing yourself to make your part of this work
 - Familiarize yourself with the class Web page at <http://www.cs.washington.edu/cse120> including ...
 - The location of announcements, assignments, etc.
 - The Academic Conduct guidelines
 - Read “Why to take this class”
- Take the Pre-survey, linked from the Web page

Calendar ...

CSE120 Computer Science Principles

Calendar

Why Take CSE120

All of the scheduling information -- days off, assignments, due dates, reading links, etc. -- are presented on this page. Notice that some links are present, but not populated with a file yet.

[Panic Button](#)
[Anonymous Email To Instructors](#)

Calendar

All Assignments are due before class on the day shown.

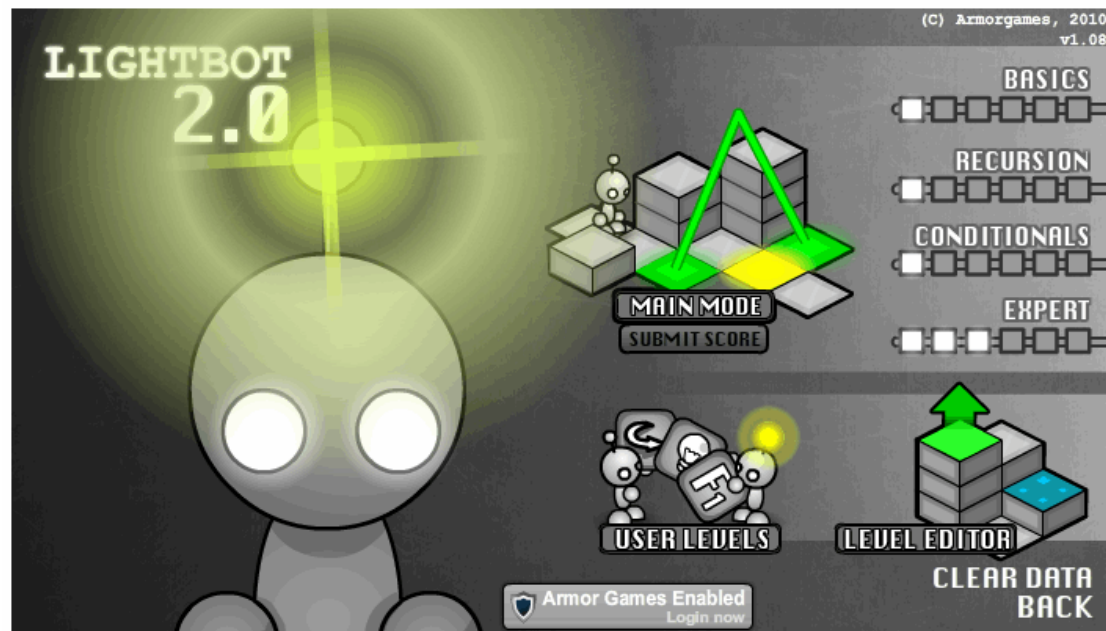
[Home](#)
[Contact](#)
[Class Overview](#)
[Calendar](#)
[THIS Week](#)

Date	Topic	Assignment	Due Today
Jan 3	CLASS CANCELED		
Jan 4	Lec: Introduction, Orientation, The Plan Slides	Assignment 1	Precourse Survey
Jan 5	Lab: "What I value" writing exercise; FTP	Lab 1	
Jan 6	Lec: Lightbot 2.0 - A Game or Programming? Slides	Assignment 2	Assignment 1 After Image Survey by 5:00
Weekend -- Have You Seen "Social Network"?			

Contact: [snyder at cs dot washington dot edu](mailto:snyder@cs.washington.edu)

Assignment 1: Lightbot 2.0

- Lightbot shows up on many gaming sites, but whether or not it's a “game” is a topic for Friday
 - You direct a robot around a “blocks world”
 - It's pretty easy, and I hope it's fun ... there is a purpose to doing it



Questions?