

# 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](http://www.cs.washington.edu/cse120)
  - It's easy to memorize ...

CSE120: A New Course...

# Computer Science Principles

*Lawrence Snyder*  
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# 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
- TAs: Daphna Khen, Alana Ohno, Jake Shoudy

# Introductions ...

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- TAs: Daphna Khen, Alana Ohno, Jake Shoudy
- ... 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, Wi13 we 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

# 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 computers to solve (your) problems
- 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

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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 helps 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" ... worth a few points, takes less than 5 minutes

# 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

# Tips for Doing Well in CSE120

- Attend classes and labs ... duh!
- Keep up with the assignments – 1 hr/day
- If you miss ANY deadline, don't ignore it – tell me what the problem is, get an extension
- Be persistent ... many things will seem confusing at first, but you CAN figure them out ... stay with it
- If you don't “get” something, ask a TA or me

# 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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    - Submit work that **you** alone created, except team asmts
    - Make constructive comments about improving this class
- 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 this class work for you
  - 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

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.

Why Take CSE120

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

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

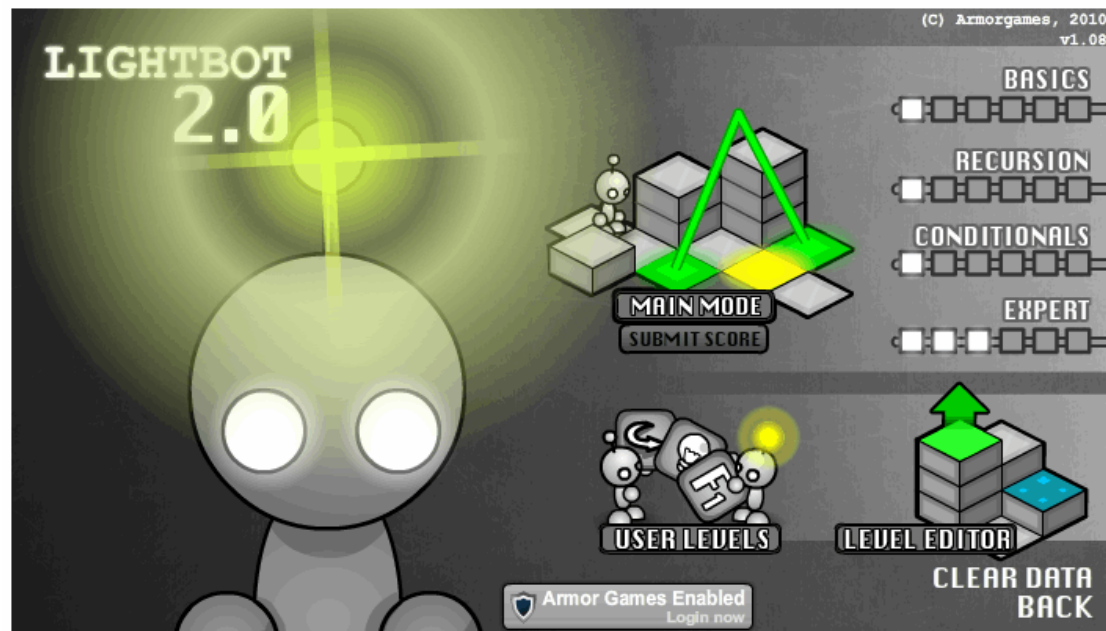
### Calendar

All Assignments are due before class on the day shown.

Date	Topic	Assignment	Due Today
Jan 7	Lec: Introduction, Expectations, The Plan <a href="#">Slides</a>	<a href="#">Assignment 1</a>	<a href="#">Precourse Survey</a>
Jan 8	Lab: "What I value" writing exercise; FTP	<a href="#">Lab 1</a>	
Jan 9	Lec: Lightbot 2.0 - A Game or Programming? <a href="#">Slides</a>	<a href="#">Assignment 2</a>	<a href="#">Assignment 1</a>
Jan 10	Lab: Web Presence	<a href="#">Lab 2 Starter Code</a>	<a href="#">Digital Photo of Yourself</a>
Jan 11	Lec: Digitization -- 0 & 1's Glorious Struggle <a href="#">Slides</a>	<a href="#">Assignment 3</a>	<a href="#">Assignment 2</a> <a href="#">After Image Survey by 5:00</a>
<b>Weekend</b>			
Jan 14	Lec: Processing Introduction <a href="#">Slides</a>	<a href="#">Assignment 4</a>	<a href="#">Assignment 3 Collect</a>

# Assignment 1: Lightbot 2.0

- Lightbot shows up on many gaming sites, but whether or not it's a “game” is a topic for Wednesday
  - 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?