

Introduction to Computer Programming

Eric Eaton

www.cis110.com

What is Computing?



Computing: internet, e-mail, network...

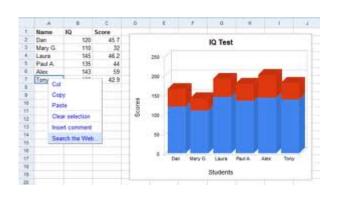


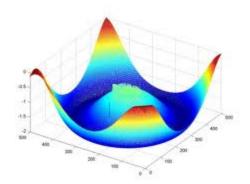


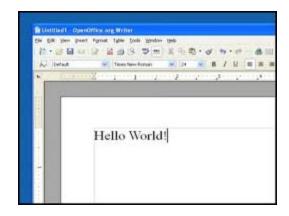


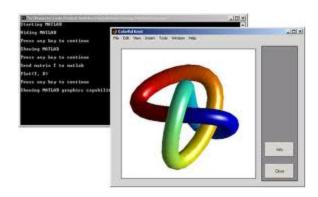


Computing: Productivity...











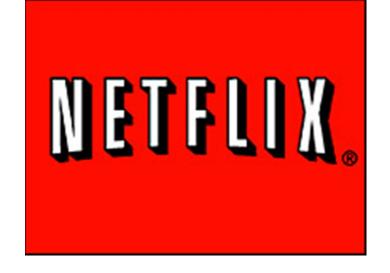
Computing: Entertainment...



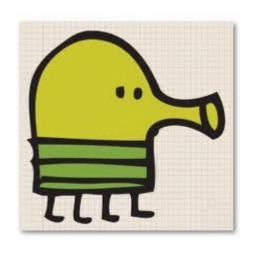








Computing: Entertainment...











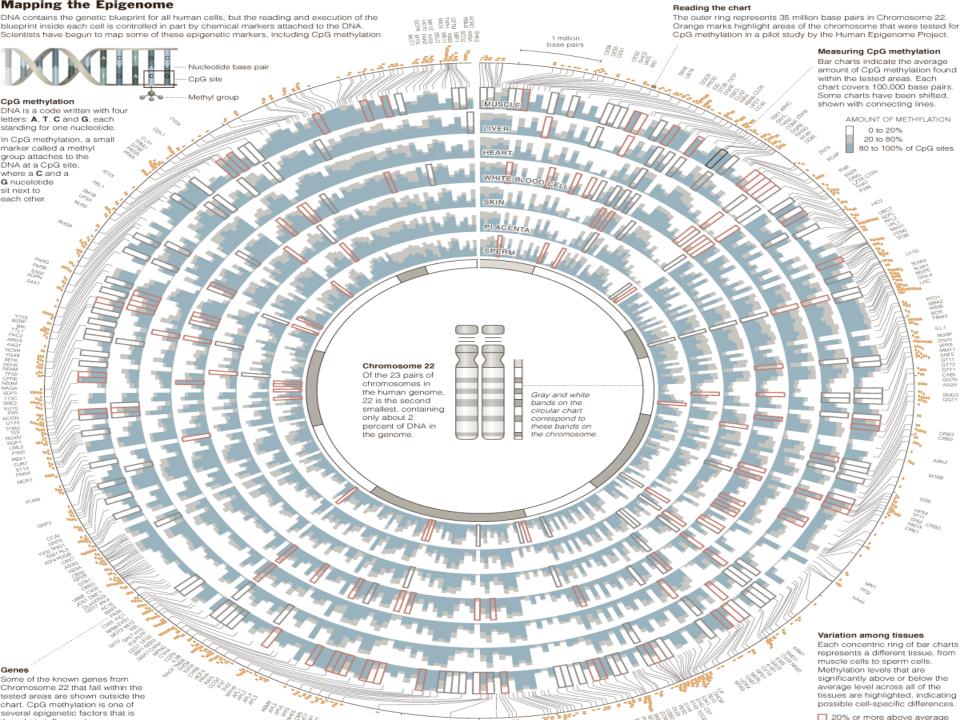


"Computer science is no more about computers than astronomy is about telescopes"

- Edsger Dijkstra

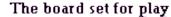
Cutting Edge Computer Science

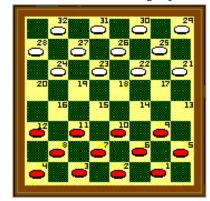




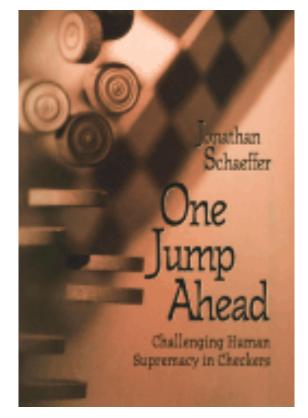
Chinook

- Chinook is the World Man-Machine Checkers
 Champion, developed by researchers at the University of Alberta.
- It earned this title by competing in human tournaments, winning the right to play for the (human) world championship, and eventually defeating the best players in the world.
- Visit http://www.cs.ualberta.ca/~chinook/ to play a version of Chinook over the Internet.
- The developers have fully analyzed the game of checkers and have the complete game tree for it.
 - Perfect play on both sides results in a tie.
- "One Jump Ahead: Challenging Human Supremacy in Checkers" Jonathan Schaeffer, University of Alberta (496 pages, Springer. \$34.95, 1998).





Red to play





Autonomous Cars





- Nevada made it legal for autonomous cars to drive on roads in June 2011
- Three more US States (California, Florida, Michigan) and DC have enacted similar laws





Penn's Autonomous Car → (Ben Franklin Racing Team)

2011 Jeopardy!



- In February 2011, IBM Watson bested Brad Rutter (biggest all-time money winner) and Ken Jennings (longest winning streak)
- IBM is currently applying Watson's technology to medical diagnosis and legal research



Robot Soccer







UPennalizers Robot Soccer Team



Areas in Computer Science



Artificial Intelligence



Robotics



Human-Computer Interaction



Computer Graphics



Computer Vision



Operating Systems



Computer Networking



Databases



Computer Security



Ubiquitous Computing

What is Computer Science?

Computer science is the study of solving problems using computation

Computers are part of it,
 but the emphasis is on the
 problem solving aspect



Computer scientists work across disciplines:

Mathematics

Biology (bioinformatics)

Chemistry

Physics

Geology

Geoscience

Archeology

Psychology

Sociology

Cognitive Science

Medicine/Surgery

Engineering

Linguistics

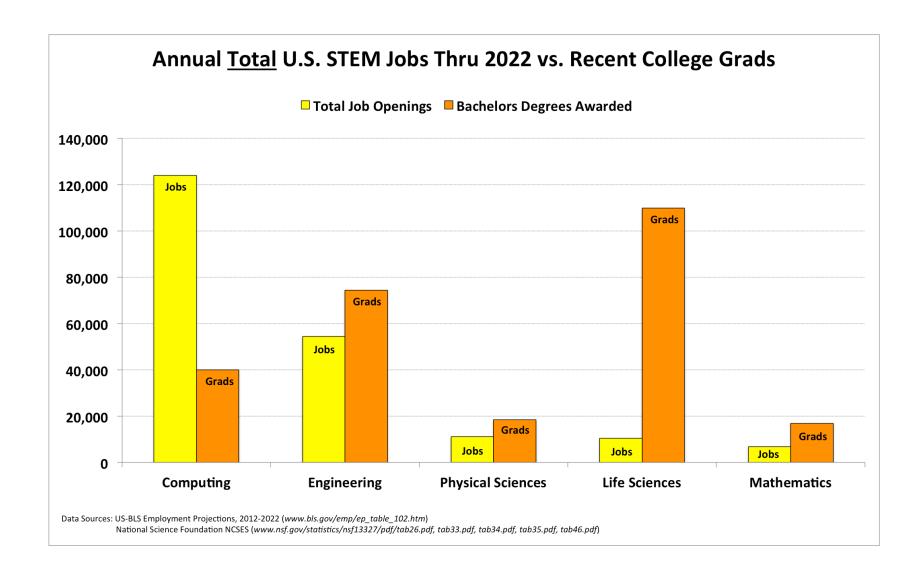
Art

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Computing is important

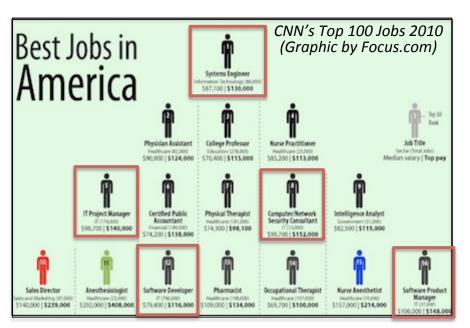






Computing is Consistently Ranked Among the Best Occupations

CS-Related Jobs Highlighted in Red

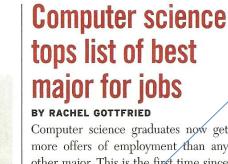




CS Careers Rank Highly In:

- Job satisfaction
- Salary
- Work/life balance
- Growth potential
- Employment rate
- Work environment





Computer science graduates now get more offers of employment than any other major. This is the first time since 2008 that computer science has topped the list: previously accounting majors had the highest offer rate.

In 2011, 56.2% of computer science majors received job offers, compared to only 53.8% of accounting majors. The offer rate for computer science majors increased 13.8% this year from the previous year.

Computer science and accounting majors are in high demand because both are needed in a wide range of industries.

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"There are many different companies that need to hire computer scientists," said Mimi Collins, director of communications at the National Association of Colleges and Employers.

"They aren't tied to one particular industry—majors like nursing do not enjoy that benefit.'

Although this is good news for computer science grads, it might not be for the computer industry. According to Collins, "One computer science graduate may have 10 offers as opposed to one accounting graduate that's getting five offers." So, computer science majors may be getting more offers, but this is only because there is a shortage of people who graduate with such a degree.

According to Collins, companies like to hire recent graduates because they have the latest skills.

"Things change very quickly, especially in computer science," said Collins. "Many organizations have a formal track where they want to bring in new college graduates and train them the way they want them to be trained."

Annabelle Evans graduated as a computer science major from the University of Southern California in 2008. "When I picked my major, I knew there wouldn't

be a lack of jobs as a computer scientist,

a belief ...many different companies ... need to hire computer scientists. They aren't tied to one particular industry.

hitects

Administrivia



Overview

CIS 110: Introduction to Programming and Computer Science

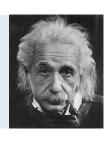
Goals:

- How can we use computers to solve problems?
- How can we formulate problems so that we can solve them via computation?

Topics:

- Programming in Java
- Computer organization and assembly language
- Applications to science, engineering, and art

"Computers are incredibly fast, accurate, and stupid; humans are incredibly slow, inaccurate, and brilliant; together they are powerful beyond imagination." — Albert Einstein





The Basics

Instructor: Eric Eaton (Levine 264)

■ Regular Office Hours: Mon/Wed 11:00-11:50am

■ E-mail: cis110@seas.upenn.edu

Recitations: Beginning 2 weeks from now on Mon and Tue. We have an online sign up system that will be part of HWO.

TA Office Hours:

- Help with debugging
- Bring your laptop or use lab computers
- All office hours are posted on piazza.
- Office Hours in Moore 100 and Ware College.

Full details: www.cis110.com



Grading

Grade Breakdown:

■ Homeworks: 40%

Project: 10%

Midterm Exam: 15%

■ Final Exam: 25%

■ Recitation: 5%

Lecture/Clickers: 5%

Midterm Exam: Tues, March 1st 6:00 – 8:00 PM (TENTATIVE!)

Final Exam: *Tues, May 3rd 6:00 – 8:00 PM (TENTATIVE!)*

Notes:

You can check your grades on the course website

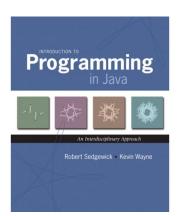


Course Materials

Course Website: www.cis110.com

- Programming assignments and checklists
- Assignment submission
- Lecture slides
- Discussion board (Piazza)

Required Text: Sedgewick and Wayne.



skim before lecture; read thoroughly afterwards



Homework Programming Assignments

Due: 11:59pm on Tuesday/Thursday nights via a web submission system

- 4 late days to use throughout semester (max 2 per homework)
- No other late submissions allowed
- Lowest homework dropped (provided you earn 1/3 of possible points on each homework)
- See course webpage for other policies

Computing equipment:

- Your desktop/laptop
- Setting up the software will be described in HWO (Info on Friday)
- Moore computer labs



Advice

- Start on HWs early! Debugging can take time.
- Back up your work like crazy.
- Office hours are less crowded if you show up early in the week
- Do not hesitate to ask for help. If you have been trying to debug something for an hour and are getting frustrated, remember that we are there to help you.
- Your best sources for help are the instructors, the TAs and Piazza.
- Please read and follow the collaboration policy
- Do not use Stack Overflow or other online discussion boards

