CS111: Intro to Computer Science

- Redesigned last semester to use Java, an object-oriented programming language
- CS111 is expected to be difficult and challenging
- Grades last semester (of students who took the final exam):

- 13% A, 21%B, 30%C, 18% D, 18% F

• Moral: keep current with coursework; pay attention to deadlines!

CS111: Introduction to Computer Science

- Required Work: 3 exams, 6 programming assignments, recitation quizzes
- Course to use the computer for communication and instruction as much as possible - *paperless course*
- Use of the Web as an instructional tool
- Special permission, limited availability, not before Friday, Jan 23rd. Signup in class and send email explanation to ryder@cs

Class Webpage

- Webpage: http://remus/cs111
 - All assignments
 - Syllabus
 - Email to instructors
 - Tutorials on Unix
 - Recitation notes
 - Lecture notes
 - Calender of important course dates
 - Pointers to useful websites

Requirements

- Strong background in high school mathematics and science courses
- Co-requisite of Calculus I (can take concurrently)
- Determination to work hard and keep upto-date on coursework

Requirements

On-time submission of assignments

– Lateness policy: 1/3 off every 24 hour period

- Active participation in class by asking questions in lecture, in office hours, or on the newsgroup, especially when problems arise (so we can fix them)
- Take responsibility for doing your own work

Allowed Collaboration

- Discussion of assignments by a small group of students is allowed
- Each student must write his or her own Java code
- Copying code is *cheating*
- If identified, cheating will be severely punished
- Exams *always* have *several* questions based on the assignments

CS111: Facts

- Instructor: Professor Barbara Ryder
 - office: CoRE 311 (Busch Campus), 445-3699
 - email: ryder@cs.rutgers.edu
- Sections 1-6, Lectures MW, 8:10am9:30am in Scott-123 (CAC)
- Recitations during first two weeks in Satellite or Records Hall (CAC)

CS111: Facts

- TA's:
 - Ruchika Agrawal (sects 2,6) ruchikaa@remus
 - Florin Isaila (sects1,3) isaila@remus
 - Steve Schirripa (sects 4,5) stevers@remus
- Office hours weekly, to be posted on webpage
- All class announcements posted on webpage read it each time you logon

First Two Recitations

- Meet in computer lab
- Create an account using the Macs; can use subsequently on Macs, X-terms and PCs
- Learn to use netscape for email
- Learn simple Unix file commands to do Assignment 1 (create a personal webpage)
- Learn emacs editor by running

teach-emacs

Set Password

- Pick something easy to remember but not easy to guess
- Use numbers and letters in combination
- Try phrases like "we hold these truths self-evident" which yields the password whttse76 from the 1st letter of each word plus 1776

DON'T USE THIS PASSWORD

Set Password

- Try using a combination of name and date that no one will know (e.g., your parents' anniversary, your grandmother's birthday and middle name, etc.)
- Have several example passwords to try in case your first choice is rejected

Assignment 1

- Due by 1:00am on February 2nd
- Copy our default webpage
- Edit in your information
- Save your changes
- Make webpage readable by everyone
- Email the URL to your TA

111 Incantation

- Standard "safe" Unix setup for your protection
- Must use at first; can change later
- Type this at start of your session source /usr/local/class/cs111/bin/setEnvironment

Normal Setup - Five Windows

- Unix window for typing commands
- Netscape window for reading Java docs and Web surfing
- Netscape window for email
- Emacs window for creating Java files
- Application window for communicating with your running Java program

When you are stuck

- Help
 - Send email to help@remus
 - Call 445-2443 when all else fails
- Logout
 - Select from menu

Tools we're using

- Java an object-oriented programming language
- Netscape a browser program, much like a web-based filing system
- Unix an operating system
 - DOS, MacOS
 - Files, directories, on-line help
- Emacs an editor

What is Java-based CS111?

- Not a course in Java
 - Not going to program GUI's, applets or threads
- Not a course in how to make webpages or program on the World Wide Web
- Not a course on Unix
- Not a course on programming

What is Java-based CS111?

- Problem solving
 - Defining the problem
 - Designing a solution
 - Implementing a solution
 - Testing your solution and debugging it
 - How to decide your solution "works"
- How to do this in an object-oriented style?

Airport Simulation

- Objects airplanes, crew members, food trucks, baggage trams, etc.
- Actions
 - removeBaggage for baggage trams
 - takeOff for planes
 - loadMeals for food trucks
- Need to create a set of these interacting objects and test organizational strategies by testing them using defined actions

What is Java-based CS111?

- Introduction to object-oriented programming using Java
- Gaining familiarity with CS basics
 - Primitive operations common to all programming languages
 - Representations for information in the computer



How it all works?

How it all works?

- Java: platform independent
- Compiler
 - Validates code and translates into machineunderstandable form
- Errors
 - Compilation
- Interpreter: a line-by-line compiler
- Editor: for creating text in the machine

How it all works?

