

Slide 1

Administrivia

- (Most lectures will start with some “administrivia”.)
- One purpose of the syllabus is to spell out policies (later slides).
- Most other information will be on the Web, either on my home page ([here](#), office hours) or the course Web page ([here](#)).

A request: If you spot something wrong with course material on the Web, please let me know!

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What Is This Course About?

- It's an introductory course in programming, with a focus on problem-solving and logic. (It also includes an introduction to Linux and some of its command-line tools, though that's somewhat secondary.)
- “Programming” — ? solving problems with computers, which requires expressing ideas in a way the computer can understand.

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Who Should Take This Course?

- Computer science majors who do not have credit for a similar course.
- Students majoring in subjects for which an understanding of programming is helpful or even necessary. (This course is a requirement for majors in some such subjects.)
- Students who want to meet the “Using Scientific Methods” common-curriculum requirement by learning programming. (But there’s a better option for that — next slide.)
- Anyone else who wants to understand something about how computers and what they do! (Though — next slide.)
- No background in programming is assumed — some students have some, but others do not. Just be prepared to spend some time on homeworks: In the words of retired colleague Dr. Maury Eggen: Programming is not a spectator sport. (But it can be fun.)

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Who Should *Not* Take This Course?

- Students who want to meet the “Using Scientific Methods” common-curriculum requirement by learning programming but prefer a gentler introduction aimed at students in non-technical fields. Such students are strongly encouraged to take CSCI 1311 (“Introduction to Programming Logic”) instead. This is also the right course for people who want an introduction to programming that is less demanding.
- Students whose sole or primary interest is in meeting the IT skills requirement. The course does meet this requirement, and students who take it as part of their majors can use it for that purpose, but others should not.

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Course FAQ

- “What will my grade be based on?” (See syllabus.)
- “When are the exams?” (See syllabus.)
- “What happens if I can’t turn in work on time, or I miss a class?” (See syllabus.)
- “What’s your policy on collaboration?” (See syllabus.)

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Course FAQ, Continued

- “When is the next homework due?” (See “Lecture topics and assignments” page.)
 - “When are your office hours?” (See my home page.)
- Note that part of my job is to answer your questions outside class, so if you need help, please ask! in person or by e-mail or phone.

Classroom/Lab Machines

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- Trinity's ITS department provides computing facilities for general use. We maintain our own set of computers tailored to the needs of our department (courses and research). Probably the easiest (though not the only) option for doing the assignments is to use these machines.
- To access these computers you need an "account" separate from your main Trinity account . . .

Classroom/Lab Machines, Continued

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- Students who have previously taken a CSCI course should already have accounts set up. (If you've forgotten your password, go to the ITS help desk and ask for it to be reset, making it clear that this is for the CSCI/ENGR Linux machines.)
- Accounts have been set up for students who have not taken a CSCI course before. Username is the same as your Windows/ITS username; password has been sent to your Trinity e-mail address.
- We will start using these accounts in the next class, or you're welcome to try them now. The command-line way to change your password is to open a terminal window and type `passwd`.

Classroom/Lab Machines, Continued

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- Most of the department's computers live in three classrooms (CGI 257, CGI 388, CGI 488) and several labs. (The others are servers, in ITS's server room.)

You should have physical access (via your TigerCard) to all of the classrooms and most if not all of the labs any time the building is open.

- You can also access of these machines from other computers on campus (we will talk later about how), provided the computer you want to access is running Linux.

Solving Problems on Computers

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- Appearances (maybe?) to the contrary, computers are not smart. What they do well is perform sequences of simple math/logic operations very fast and very accurately.
- What makes them useful is that people have figured out how to break complicated tasks down into sequences of simple operations — i.e., how to “program” them.
- This requires a mindset not quite like that required for any other activity — and can involve a lot of creativity.
- It also involves a form of experimentation (which is why this course meets the CC requirement it does).

Minute Essay

Slide 11

- (Most lectures will end with a “minute essay” — as a quick check on your understanding, a way for me to get some information, etc., and also to track attendance.)
- Tell me about why you are taking this course — as a prospective CS major? for another major (what)? to meet a CC requirement? what is your major?
- Tell me about your background:
Have you had any exposure to programming? If so, in what language?
Have you had any exposure to a Linux/Unix command-line interface?
- What are your goals for this course? Anything else you want to tell me?
- (Don't forget the reading ...)