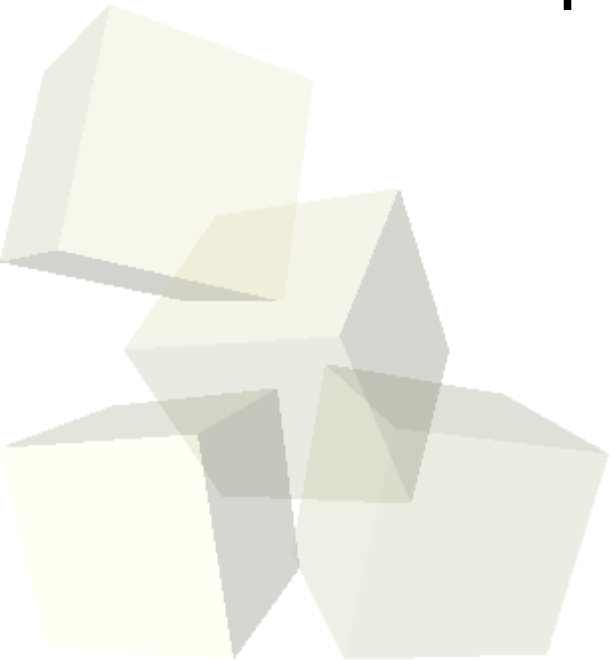Dr. Mark C. Lewis
Department of Computer Science
8/24/2007

- I will start off every class with a little discussion. Typically this discussion includes questions about the previous class.
- Today I want to use this time to get to know a bit about you.
- I'd also like to give you a brief introduction to me so you can know some of the things that motivate me.

- Course web site:
  http://www.cs.trinity.edu/~mlewis/CSCI1311-F07/
- Office: HAS 201K
- Office hours: 9:30-11:30am TR. 1:30-3:30 R.
  Open labs 3:30-5:30pm M and 3:30-5:30 R in HAS
  228.
- Phone: 7022
- E-mail: mlewis@trinity.edu (This is the best way to
  reach me most of the time.)
- There is a schedule on the web site listing all
  topics and when things are due. There are also
  links to my lecture notes.

- We will use "Alice in Action with Java".
- You will be expected to do readings from this book and we will be following it rather closely.
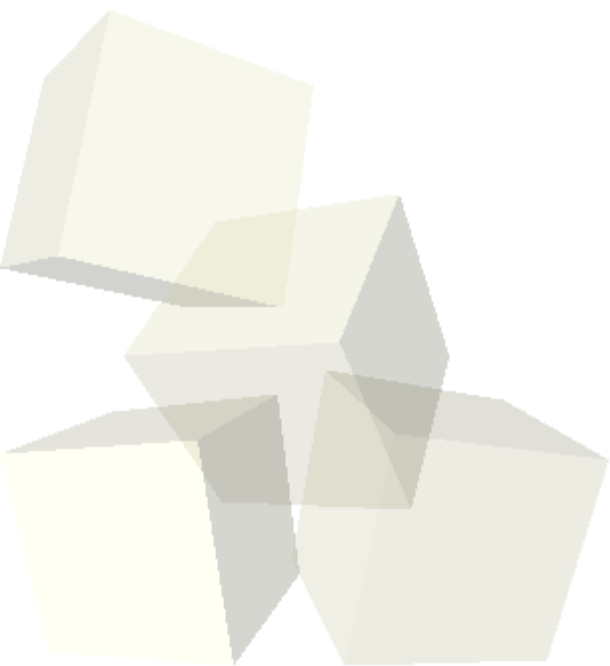
- This course provides an introduction to programming with a primary focus on problem solving and logic.
- The course will specifically teach you how to program in Alice and Java. In the case of Java we will use the Eclipse editor. Everything can be done in Windows.
- My courses tend to be somewhat rigorous. My overriding objective is to make you think. Because of the nature of this course I want to go beyond just giving you new things to think about, but instead give you tools to think about things in new ways.

- Writing great programs is more art than science.
- Computers are the ultimate creative medium and also the ultimate creative outlet. The way we interact with them seems formal to some, but there can be a lot of fun in just looking for ideal ways to express ideas in the formal systems of different computer languages.
- I will try to let you express creativity in the work you do for this class.
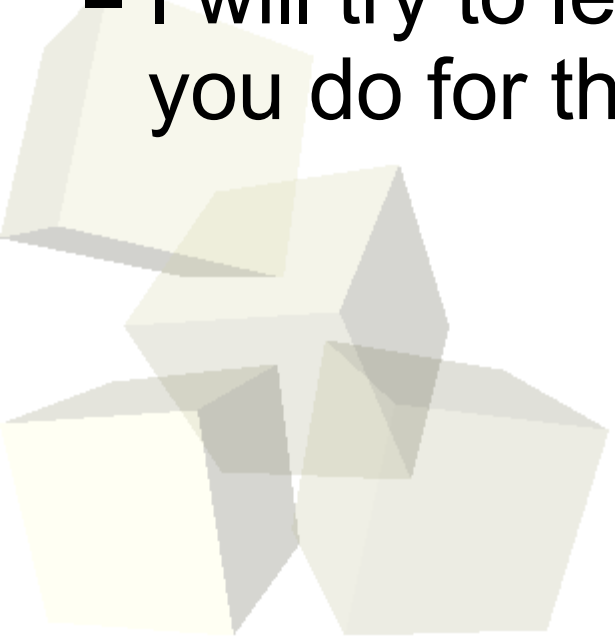
- The largest chunk of your grade in this class is determined by the two projects that you will do. One will be in Alice and the other in Java.
- These projects will be fairly large scale where you apply all of the elements that we have learned about in each language.
- You can work with others on design and get help on specific problems, but what you turn in must be your own construction. Everything you turn in for a grade is pledged if you are under the honor code.
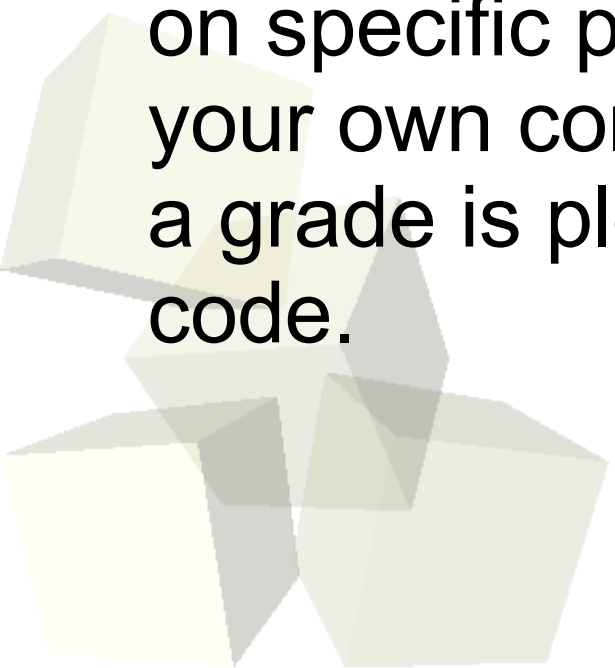
- Your grade comes from four different components.
  - Projects (2) – 40%
  - Tests (2) – 30%
  - Quizzes (6 with lowest dropped) – 10%
  - Interclass Problems – 10%
  - Class Participation – 10%
- The midterm and final are both equally weighted.
- The quiz questions are modeled after test questions so you will have an idea of the style to expect on the test.
- Each class I will give you a problem to do before the beginning of the next class.
- Class participation includes attendance and your actual participation during class.

- I have yet to find the perfect way to teach these classes. I'm always torn between the need to include all the content that is needed and having you apply as many ideas as possible so you will retain the information.
- The approach I'm taking this year is to give the interclass questions to help you determine how much you have to read to master each topic. I will be calling on several people "randomly" at the beginning of each class to present their answers. Each of you will be called on a total of five times with each time being worth two points to your final average.

Environment

- We will be using Windows for all of the instruction in this class.
- We will start off using Alice. Let's go ahead and open up Alice and see how it work.
- In the second half of the semester we will switch of to using Java with the Eclipse environment. We won't really worry about that until we get there.
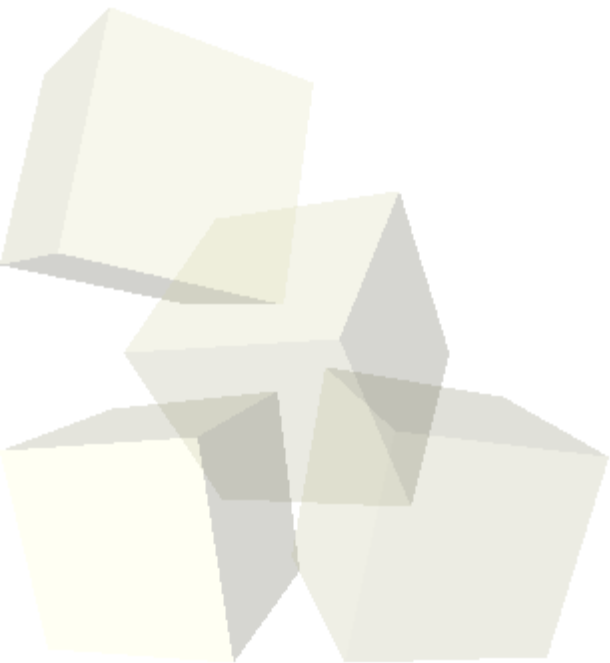
- Alice is an educational programming environment where your programs control the activities of graphical elements that you add to a 3-D virtual environment.
- You will start off by selecting an environment, then placing objects into that environment.
- You program in Alice by dragging and dropping commands.
- Alice is designed to be more intuitive than standard programming environments and to prevent you from running into the standard pitfalls of most programming environments.

- At the end of each class I ask one or more questions and you are supposed to answer them on a piece of paper. Make sure it has you name as this is how I do attendance.
- Do you have any questions about the course or what we will be doing?
- You should read the beginning of chapter 1 in your book and do the Alice tutorials.
- Interclass Problem : Build a scene in Alice with at least two objects in it where you have changed at least one property of each.