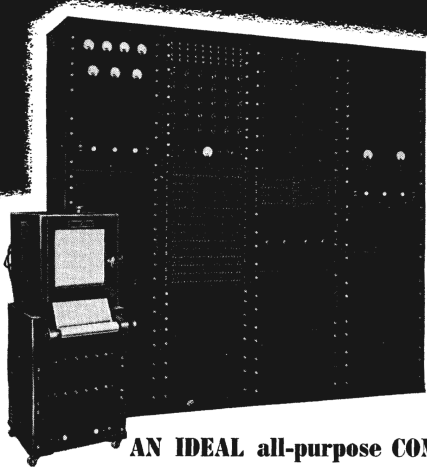


REAC

The **FIRST** standard, high-speed
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**AN IDEAL all-purpose COMPUTER
for Colleges, Universities and
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● The Reeves Electronic Analog Computer is a tried and proven instrument having been in production for nearly two years.

The REAC is meeting the growing need for a reasonably priced, high speed electronic differential analyzer. A large number are being used throughout the country in a wide variety of scientific fields. It has made the mathematical approach to research and engineering problems economically feasible, eliminating old fashioned cut-and-try methods.

REAC users report great savings in time and money in obtaining desired results as compared with their existing hand methods of computation. Costs on the average have shown a 95% reduction and as a result REAC equipment pays for itself in a matter of months.

The REAC is easy to operate and maintain compared with other basic types of high speed computers. Its accuracy, speed and versatility is more than adequate to handle a great proportion of the mathematical analysis work requiring solution by electronic computers.

Write for our booklet **RICO-2** which provides a complete description of the REAC equipment.

Reeves
INSTRUMENT CORPORATION

215 East 91 St., New York 28, N. Y.

CIS 210: Introduction to Computer Science

Instructor: Michal Young

Graduate Assistants:

Emily Schwarz

Mingyao Liu

Undergraduate assistants:

Kirsten Dawes, Zhuojun Zhang,

Tanner Baldus, Jonathan

Eskeldson, Taikun Guo, Adam

Zucker, Skyler Berg

Obtaining Course Info

Read the class web page:

<http://www.cs.uoregon.edu/classes/13F/cis210>

All basic class information is there

Follow the “references” link to editor and Python installation instructions.

Enroll in Piazza group:

<http://piazza.com/uoregon/fall2013/cis210>

Announcements, discussion, advice, and useful material will appear there

Keep current! It is your responsibility.



Why come to class?

Slides will (mostly) be available after class

But ...

Lecture is more than reading the slides, and I don't do all the talking.

Observation: *People who skip lecture do poorly on assignments and exams*



Textbook

Introduction to Computing Using Python: An Application Development Focus

by Ljubomir Perkovic

Read assigned chapters *before* lecture
come to class with questions

Experiment!

try examples from the book, and try variations



Introduction to Computer Science

Programming is an *important part* of computer science

Important

It makes everything else possible.

But just a part

There is much more to computer science.

“CS may be more than programming, but it is not less than programming.”

J. Stearn, letter in CACM 47(9), Sep 2004.



Programming and CS

Why the CS major starts with programming

Learning to program is just part of CS

But programmability (universality) is the essence

You must understand programming to understand
CS

Python is (just) a reasonable example to start with



Q: What is Programming?

A: Solving problems

The computer is a tool.

- A carpenter must know how to use a hammer, but knowing how to use a hammer doesn't make you a carpenter.

A programming language is also a tool.

- You will learn Python. You will also learn to program.
Not the same thing!

Programming is mostly about logical analysis
and problem solving



Goals for CIS 210

Learn computer science concepts

Problem solving with computation

General programming skills

- includes designing programs to be understood and modified by humans
- includes testing, debugging

Expressing programs in the Python language

- but the programming concepts apply to other languages



Labs

Lab attendance is mandatory

It counts toward your grade!

Turn in work or “passphrase” as evidence of attendance

Labs cover material not in lecture

It's your best chance to understand how to solve the homework problems



Getting Help

Labs are excellent opportunities to get help

Instructor and GTFs also hold office hours. We want to see you there!

- But if you skip the lecture, don't ask me to repeat it in office hours. I won't do that.

We also respond to questions on Piazza:

<http://piazza.com/uoregon/fall2013/cis210/home>
and choose Q&A tab

We try to answer quickly, usually within 24 hours (often much faster).

Don't wait to the last minute

If the assignment is due in two days, and you are completely lost, we probably can't help you much.



Check office hours on the schedule page of the class web site

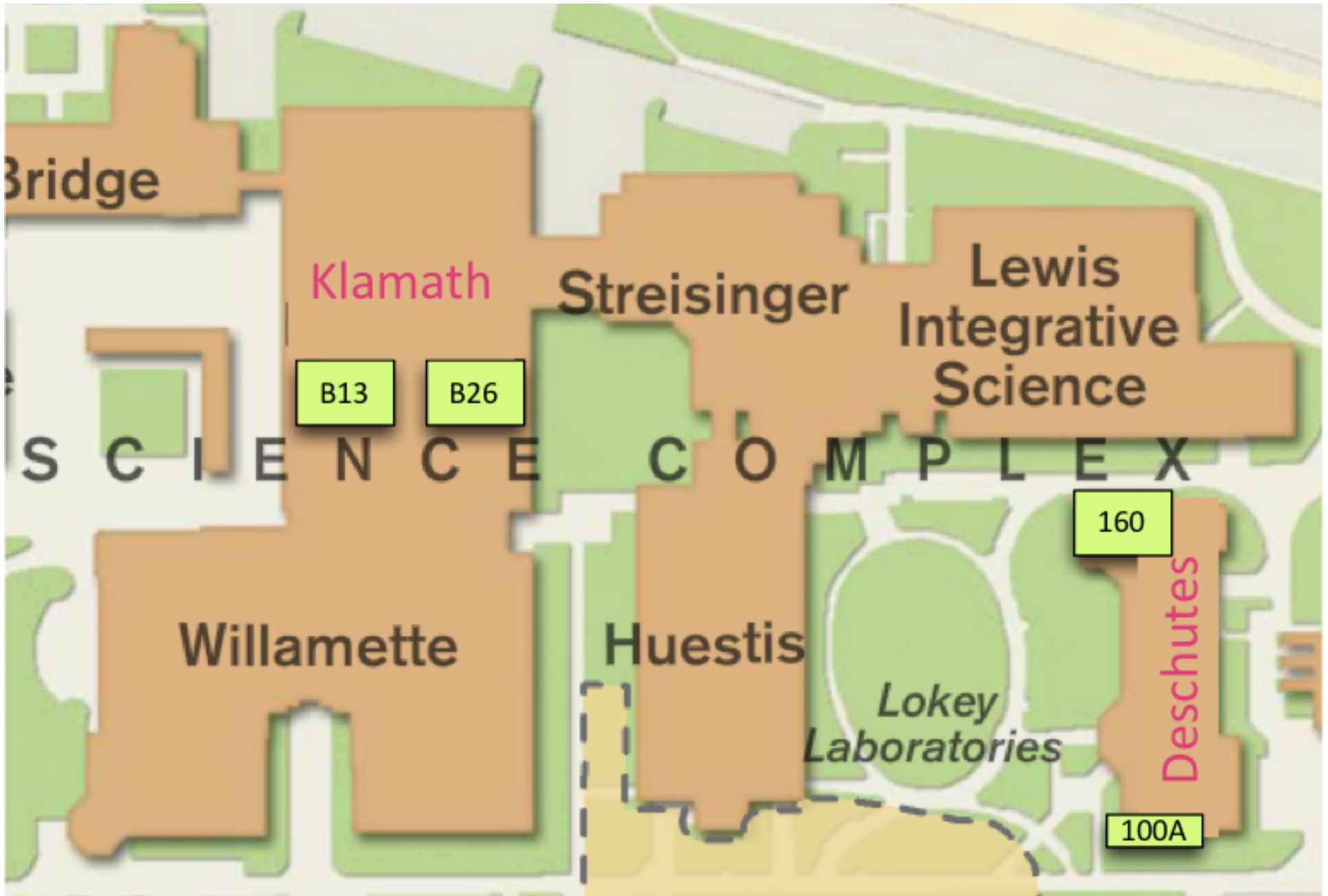
CIS 210 Lecture, Labs, and Help Schedule

	Monday	Tuesday	Wednesday	Thursday	Friday
8:00–8:50					
9:00–9:50		Lab 026 Klamath			
10:00–10:50		Lab 026 Klamath		Mingyao Des 160	
11:00–11:50	Lecture 207 Chapman	Lab 026 Klamath	Lecture 207 Chapman		Lecture 207 Chapman
12:00–12:50		Lab 026 Klamath			
13:00–13:50			Kanika Des 100A Mingyao	Kanika Kla B13	Kanika Kla B13
14:00–14:50			Des 100A		Mingyao Kla B13
15:00–15:50	Michal Des 160				Michal Kla B13
16:00–16:50					

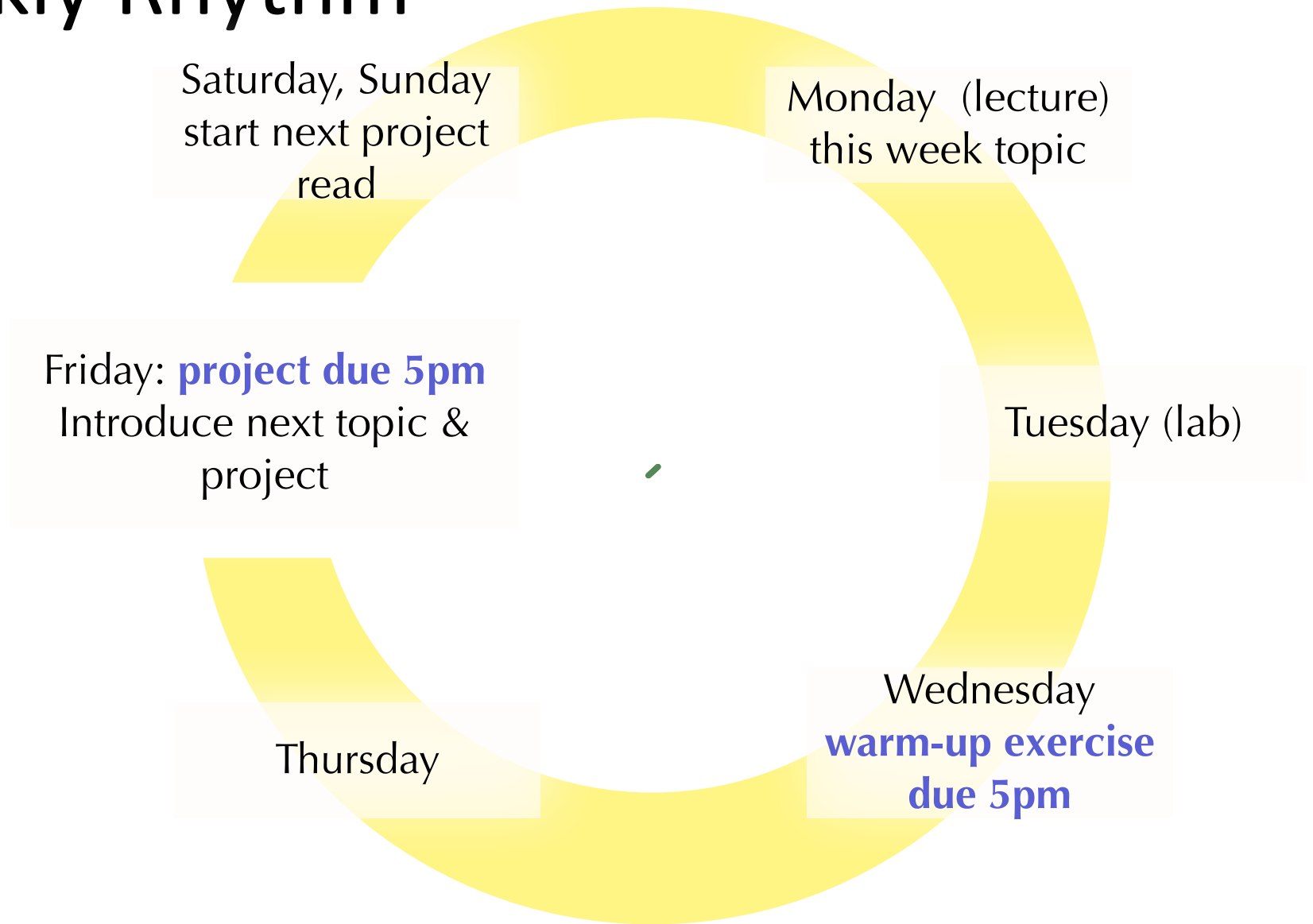
(last year
version)

Office Hours Lab Sections Class Lecture

Des = Deschutes hall (computer science building), lab room 100A and conference room 160
 Kla = Klamath hall, lab room B13 (across from class labs in room 026)



Weekly Rhythm



Pair Programming

Pair programming is allowed on some assignments

- Pair programming is done with two people working together at one computer: One driver and one observer. **Trade roles often.**
 - Pair programming does *not* mean letting someone else do your assignment. You must understand every bit of it.
- Keep a log of meetings.
- Each partner turns in program listing both authors

Always document contributions of all authors



Other Collaboration

DO discuss the problems

Discuss general approaches to solving them. Learn from each other.

If you rely on ideas from someone else, or somewhere else (e.g., a web site), document it in your solution.

DON'T copy or plagiarize

Write every line of program code yourself.

We *can* tell. **We do enforce UO academic honesty policy.**



First Assignments

First Wednesday Warmup is in Blackboard now

First project posted by tomorrow morning

Due Friday 5pm. Submit files on Blackboard.

