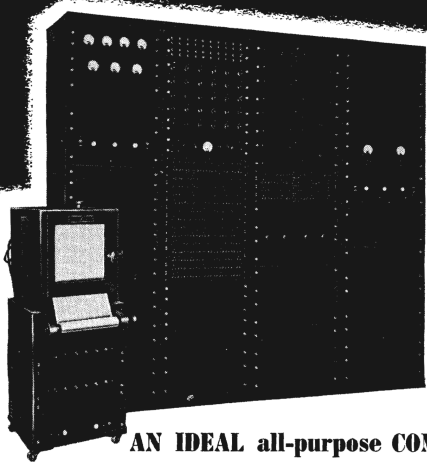


REAC

*The FIRST standard, high-speed
electronic analog COMPUTER . . .*



**AN IDEAL all-purpose COMPUTER
for Colleges, Universities and
Industrial and Government Laboratories**

● 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.*



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

CIS 210: Introduction to Computer Science

Instructor: Michal Young
Graduate Assistants:

Brent Lessley,
Anna Gladstone

Undergraduate assistants:

Kirsten Dawes, Aaron Halbert,
Wesley Gyde, Andy Li, Jonathan
Eskeldson, Aaron Halbertson, Sean
Fowler

Obtaining Course Info

Read the class web page:

<http://www.cs.uoregon.edu/Classes/14W/cis210/>

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

Enroll in Piazza group:

<http://piazza.com/uoregon/winter2014/cis210>

Announcements, discussion, advice, and useful material will appear there. Communicate with us and other students on the Q&A page.

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*



Live coding

If you have a laptop, bring it to class

We will do some exercises together: discuss,
then code and test

I will ask for volunteers. Be brave.



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



Class Language

We are an international university. We have a variety of first languages.

Our language in common is *International English* which is not the same as American English

It's ok to ask me to repeat. I may ask you to repeat.



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/winter2014/cis210>

and choose Q&A tab

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

Don't wait to the last minute

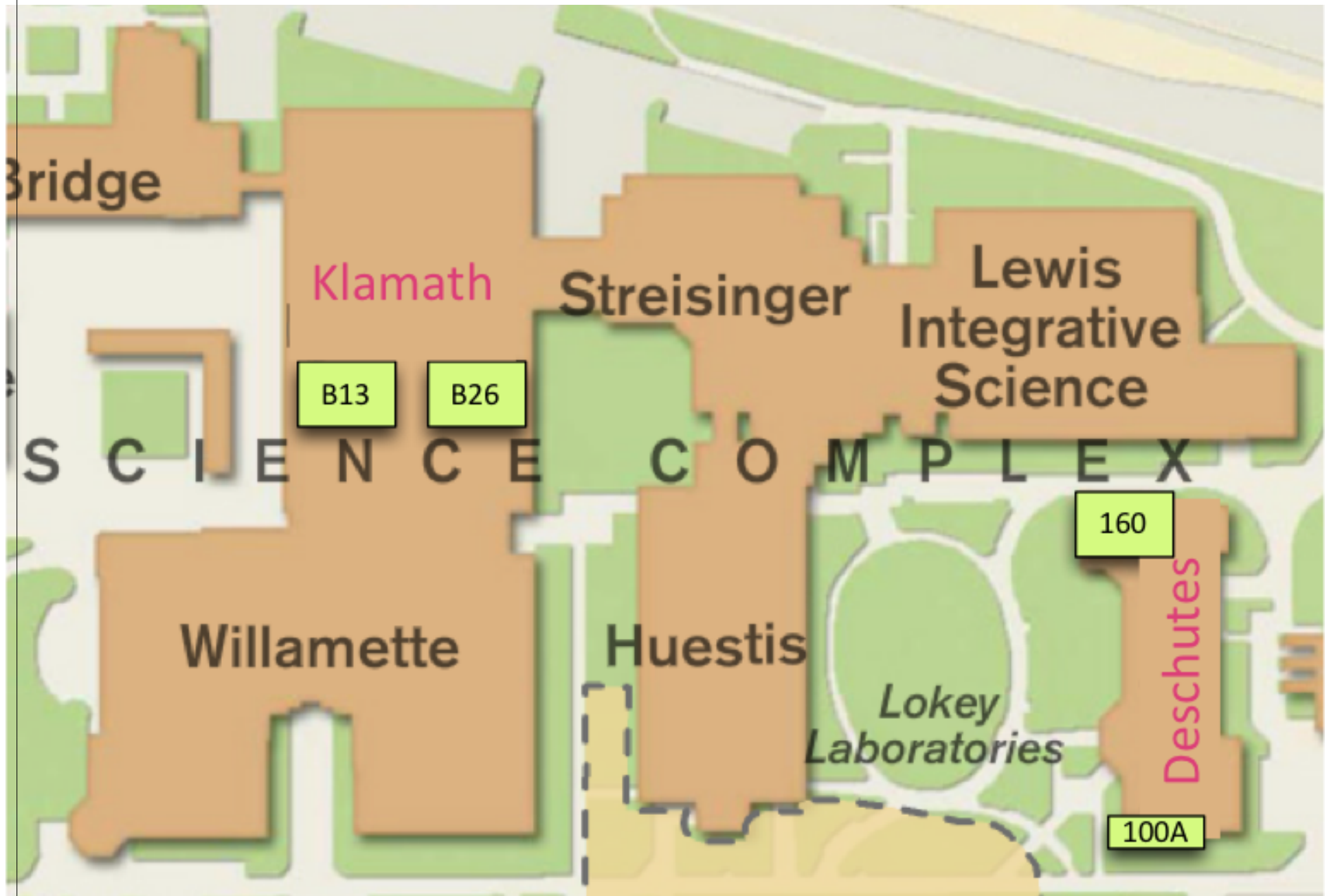
If the assignment is due in two days, and you are completely lost, we probably can't help you much.



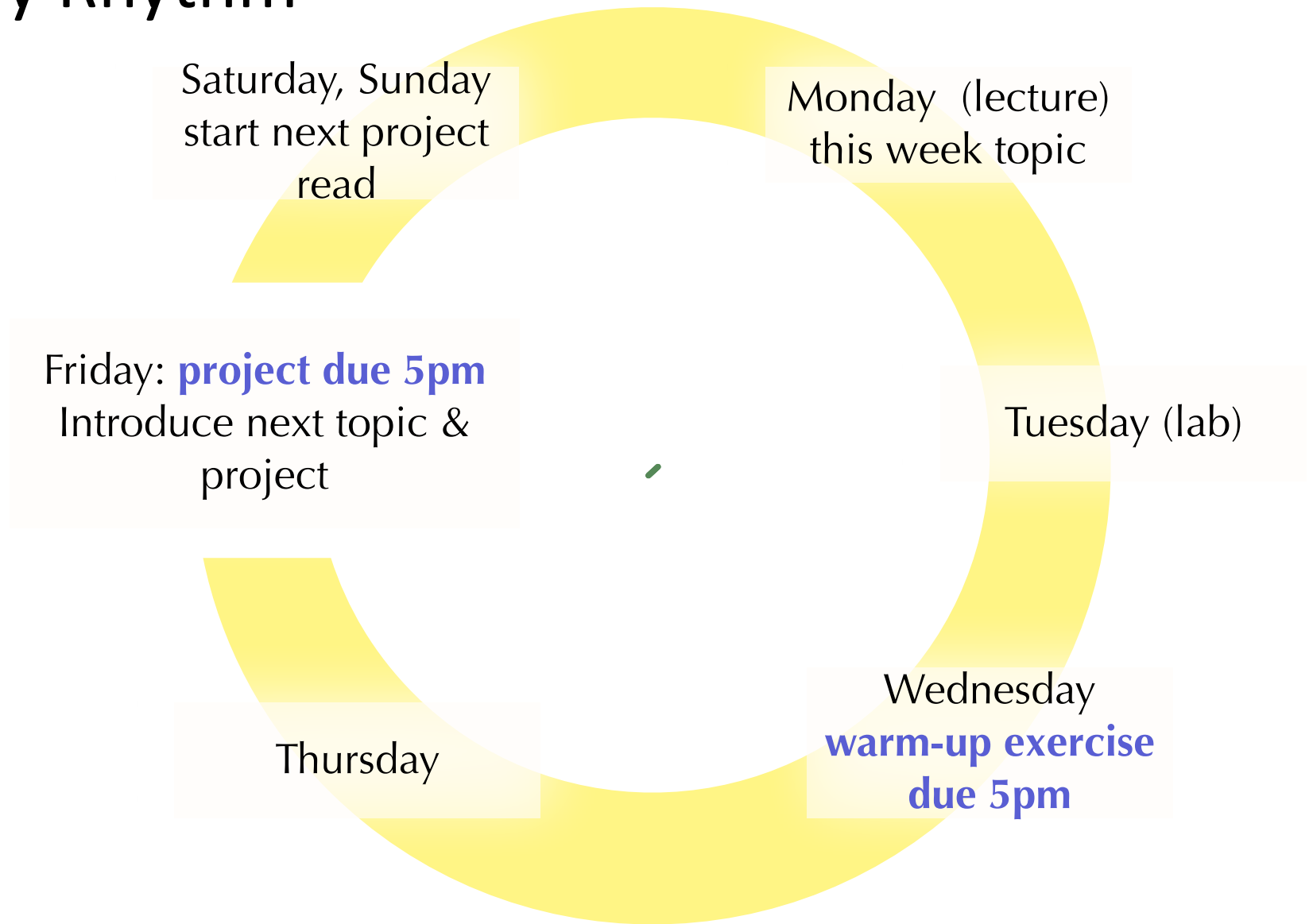
Office hours will be posted in Piazza; also try Google calendar subscription

	Mon	Tue	Wed	Thu	Fri
8					
8:30	Math 231	Math 231	Math 231		Lab Brent
9					
9:30		Lab Brent	Office hours Brent	Office hours Brent	
10					
10:30	Math 231	Lab Brent	Math 231		Math 231
11					
11:30	210 Lecture	Office hours Brent	210 Lecture		210 Lecture
12					
12:30	Lab Anna				
1					
1:30	Lab Anna				
2					
2:30	Math 231	Math 231	Math 231		Math 231
3					
3:30					
4	Office hours Michal	Faculty meetings			
4:30					





Weekly Rhythm



Labs Fri, Mon, Tue

A break in our rhythm ... but we'll cope

Friday treated as first lab of next week

(missing lab first week ... try to make it up
with office hours)

We'll make adjustments if this isn't working well



Pair Programming

Pair programming is encouraged on most projects

- 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.
- Switch up: Maximum three projects with each partner.
- Each partner turns in program listing both authors

Always document contributions of all authors



Pair Programming

Pair programming is encouraged on most projects

- Pair programming is done together at one computer, with one person as the driver and one as the observer. **Trade roles often.**
 - Pair programming does *not* mean you can rely on your partner to do your assignment. You must understand every bit of it.
- **Switch up: Maximum three projects with each partner.**
- Each partner turns in program listing both authors

Tell me how this works for you, and what you think.

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

[No Wednesday warmup this week]

First projects are posted.

Due Friday 5pm. Submit files on Blackboard.



To do right away

Go to lab this week

- Practice turning in Python program
- If you are in Friday lab, we'll try to help in office hours.

Install Python 3.3 (see instructions)

Start on homework

Bookmark Piazza (and enroll if needed)

