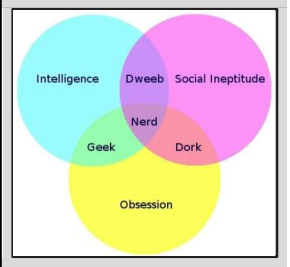
Welcome To:

Computer Programming

About me

- I graduated from Saint Louis University in May 2019.
  - Major: Computer Science
  - Minor: English
- I have interned at software companies and at research labs.
- I have experience coding in multiple programming languages.
  - Java, Python, JavaScript, R, C, C++, X86 Assembly, Go I am
- most interested in the field of Human-Computer Interaction.

Nerd/Geek/Dork/Dweeb



Hypothesis: We are all nerdy about something.

About you

1. Name
2. Grade level
3. Why did you sign up for this class?
4. What are your technical or computer science-related interests?
5. What are your non-technical interests or hobbies?
6. What are you a nerd about?

Course pre-requisites: Mathematics

- You must be in advanced or accelerated math The
- following classes are NOT advanced or accelerated:
  - Geometry with Mrs. Kresovic
  - Algebra 2 w/ Mr. Cleary
  - Precalculus w/ Mrs. McDevitt

Course pre-requisites: Computers

- You are required to have your own computer for this course. This is listed in the course handbook as a requirement for this course.
- You are also required to keep this computer in working condition throughout the semester. A damaged or inoperable computer is not an excuse to miss deadlines.
- A few (2) computers are available for students to use in class if they are unable to
- purchase a computer.
- This requirement can be satisfied by the cheapest computer you can find. Windows,
- Mac OS X, and Linux work best. Avoid Chromebooks, if possible.

Course material

- I assume you know nothing about computer programming (but I assume you are a reasonably good critical thinker).
- I base my presentations and assignments off of the course textbook, with some modifications to exercises and editions to outdated content.
- My goal is to get through 6 chapters of the text.
- The text has 16 chapters and you are welcome to work ahead if you like. However, you
- cannot use future material to make current problems easier (i.e. using chapter seven techniques to solve a chapter five problem).

Review of the syllabus

Course objectives

- Collaborative
- Innovative
- Creative
- Interdisciplinary
- Ethical

Course mechanics: in class

- Notes on the readings
- Programming examples and exercises
- Programming assignments (solo and group)
- Unit quizzes

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Course mechanics: website

- Everything will be posted online.
  - syllabus
  - notes w/ examples
  - assignments
  - feedback form

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Code example

You may see code in the lectures in this format:

```
1 public class Lecture_0 {
2
3public static void main(String[] args) {
4System.out.println("I love computer programming!");  5
    }
6
7 }
```

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Code example

Or, you may see links to OnlineGDB that you can compile and run from their website.

Like this.

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For next class:

- Google form about you.
- Install JDK and Geany via the links I share with you.

By Friday, 08.23.19:

- Read chapter 1 of the textbook.

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Thank you!

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