Computer Science 1
Instructor Information
- Instructor: Dr. Jessica Bayliss
- Office: 70-3509
- Telephone: (585) 475-2507
- Office Hours: see my web site
- Web page: www.cs.rit.edu/~jdb
- My CS1 course web page: www.cs.rit.edu/~jdb/cs1
- Teaching Philosophy: www.cs.rit.edu/~jdb/teachingPhilosophy.html
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The Course
- What is this class all about?
- Why are you here?
- What is Computer Science all about?
- Should you be in this class?
- Are the stereotypes true?

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Syllabus
- Available off of the main course web page: www.cs.rit.edu/~cs1
- All students in the course, must also be in a lab section
- All students are expected to attend both the lab and the lecture sections – I am required to take attendance

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My Goals for the Course
- Understanding abstraction in programming
- Understanding how memory works in Java
- Basic concepts of procedural programming
- Basic concepts of object-oriented programming
- Basic ways of problem solving for programming
- Selection and repetition in Java
- Basic scope
- Encapsulation
- The beginnings of data structures
- That ethical considerations are important
- Why Computer Science?

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Should you be in this Class?
- See James Heliotis or Paul Tymann to test out of CS1 into Accelerated CS1

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Books and Resources
- An Introduction to Object Oriented Programming with Java, 3rd ed. by C. Thomas Wu
- A Student's Guide to Unix, 2nd ed. by Harley Hahn.
- Beginner's Guide to Unix and Workstations by the CS faculty.
- Assorted documents produced by the CS faculty

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Current Schedule

- Available from course web site
- This week
  - JAVA: ch. 0 & 1
  - Beginners Guide
  - UNIX: 1,2,4,9

Book spoilers: the OOP book

- Wu starts with Chapter 0 rather than 1
- The important points in the OOP book appear as text in the margins
- There are fictitious characters that give you hints

Book spoilers: Student’s Guide to Unix

- Suggested passwords (ch. 4)
  - dontBL8 (“Don’t be late”)
  - DhaCMan (for Bart Simpson fans: “Don’t have a cow man”)
  - 2b|~2b (for C programmers: “To be or not to be”)
  - wan24NIK8 (random meaningless phrase)

Grading Policy

- Quizzes: 35%
- Labs: 30%
- Final: 30%
- Instructor dependent: 5%

- Note: students receiving an F (<60%) on any of the main components will receive an F in the course automatically

Instructor Supplied?

- 4% homework:
  - Assignment #1 due Monday week 2
  - Assignment #2 due Monday week 4
  - Assignment #3 due Monday week 6
  - Assignment #4 due Monday week 8

- 1% class attendance

Quizzes and Final Exam

- Quizzes
  - Four quizzes will be given and the highest three scores will count for the quiz component (lowest score dropped)

- Final exam:
  - a common exam will be given to all sections at the same time and will cover material from all components of the course
Academic Honesty

- You may help each other freely to complete labs, as the purpose of the labs is to increase your understanding.
- This does not mean that someone else can do your lab for you. Any lab you submit must contain a significant intellectual contribution by you.
- The corollary is that you may not do someone else’s work for them either. A willing supplier of the material is as guilty of academic dishonesty as the receiver.
- Any help you receive from someone must be acknowledged in the work submitted. Failure to acknowledge the source of a significant idea or approach is considered plagiarism and not allowed.

Academic Dishonesty

- First incident: you will receive an F on the assignment
- Second incident: you will receive an F for the course
- Repeated offenses may result in expulsion or suspension from RIT

Why are you here?

- Some possible answers:
  - My parents want me to be
  - I love programming, but don’t know Java
  - I want to use computers to help people
  - I don’t know
  - Space monkeys beamed me here and left me to suffer amongst humanity

Well then…

- Assignment #1 due Monday:
  - Read “Historical perspectives on the computing curriculum” as given out in class
  - Write 1-2 pages – official assignment described on the web site
  - Due next Monday at the beginning of class

Success

- The top 7 skills needed for success according to 500 entering freshmen last year are:
  - Knowledge of programming
  - Logic, math, and algorithm skills
  - Problem solving and abstract thinking skills
  - Communication and teamwork
  - General computing skills (involves knowing how to use specific programs)
  - Patience
  - Typing skill

Discussion

- Computer Science and stereotypes