Lecture 01 Bits, Bytes, Codes, Variables

Erdal Yılmaz



Cornell University

June 24, 2012

Lecture 01

Syllabus

Staff

- Course Information
- Software
- Course Websites
- Lectures and Labs
- Office Hours
- Textbook
- Homeworks
- Quizes
- Final Exam
- Grading
- Academic Integrity
- Student with Disabilities

Instructor

Erdal Yilmaz 4106 Upson Hall ey45@cornell.edu

Teaching Assistant Jyoti Pandey ??? Upson Hall jp833@cornell.edu

Syllabus

- Staff
- Course Information
- Software
- Course Websites
- Lectures and Labs
- Office Hours
- Textbook
- Homeworks
- Quizes
- Final Exam
- Grading
- Academic Integrity
- Student with Disabilities

- Introduction to programming
- Learn a high-level programming language
- Programming concepts
- Problem solving

Lecture 01

Syllabus

- Staff
- Course Information

Software

- Course Websites
- Lectures and Labs
- Office Hours
- Textbook
- Homeworks
- Quizes
- Final Exam
- Grading
- Academic Integrity
- Student with Disabilities

• MATLAB from MathWorks



Bits, Bytes, Codes, Variables

Lecture 01

Syllabus

- Staff
- Course Information
- Software

Course Websites

- Lectures and Labs
- Office Hours
- Textbook
- Homeworks
- Quizes
- Final Exam
- Grading
- Academic Integrity
- Student with Disabilities

web http://www.cs.cornell.edu/courses/cs1109/2012su
shortcut http://www.cs1109.info

for homeworks http://cms.csuglab.cornell.edu shortcut http://hw.cs1109.info

Lecture 01

Syllabus

- Staff
- Course Information
- Software
- Course Websites
- Lectures and Labs
- Office Hours
- Textbook
- Homeworks
- Quizes
- Final Exam
- Grading
- Academic Integrity
- Student with Disabilities

Session: 001 Time: 10:00 AM - 11:05 AM Lecture: 211 Upson Hall on MW Lab: Upson B7 on TR

Session: 002 Time: 11:30 AM - 12:35 PM Lecture: 215 Upson Hall on MW Lab: Upson B7 on TR

Syllabus

- Staff
- Course Information
- Software
- Course Websites
- Lectures and Labs
- Office Hours
- Textbook
- Homeworks
- Quizes
- Final Exam
- Grading
- Academic Integrity
- Student with Disabilities

Where • Upson B7

Erdal

Jyoti

- Sundays 1pm-2pm
- Fridays 10am-noon
- Wednesdays 2pm-3pm
- Sundays 2pm-4pm

Syllabus

- Staff
- Course Information
- Software
- Course Websites
- Lectures and Labs
- Office Hours
- Textbook
- Homeworks
- Quizes
- Final Exam
- Grading
- Academic Integrity
- Student with Disabilities



- Title Insight Through Computing A MATLAB Introduction to Computational Science and Engineering
- Authors Charles F. Van Loan, K.-Y. Daisy Fan

Lecture 01

Syllabus

- Staff
- Course Information
- Software
- Course Websites
- Lectures and Labs
- Office Hours
- Textbook
- Homeworks
- Quizes
- Final Exam
- Grading
- Academic Integrity
- Student with Disabilities

• Assigned on Wednesdays at 1pm

- Due on next Monday by 10am
- One or two multi-part questions
- Upload to CMS website

Lecture 01

Syllabus

- Staff
- Course Information
- Software
- Course Websites
- Lectures and Labs
- Office Hours
- Textbook
- Homeworks

Quizes

- Final Exam
- Grading
- Academic Integrity
- Student with Disabilities

- In-class quizes:
 - Short answers
 - Anytime, lecture or lab
- Online quizes:
 - Easy
 - Multiple choice
 - Assigned on Mondays at 1pm
 - Due on Wednesdays by 10am

Syllabus

- Staff
- Course Information
- Software
- Course Websites
- Lectures and Labs
- Office Hours
- Textbook
- Homeworks
- Quizes
- Final Exam
- Grading
- Academic Integrity
- Student with Disabilities

either one prelim and a group project or just final exam vote on CMS survey today check your email after class!

Lecture 01

Syllabus

- Staff
- Course Information
- Software
- Course Websites
- Lectures and Labs
- Office Hours
- Textbook
- Homeworks
- Quizes
- Final Exam

Grading

- Academic Integrity
- Student with Disabilities

- $\begin{array}{l} {\sf HW} \ = \ {\sf Normalize\ homeworks\ to\ 100\ ...} \\ {\sf and\ take\ average} \end{array}$
- QZ = Normalize quizes to 100 ... and take average
- FL = Normalize prelim and project to 100 ... and take average
- or Normalize Final Exam result to 100

 $\begin{aligned} & \mathsf{Grade} \ = (\mathrm{FL} \times 0.3) + (\mathrm{HW} \times 0.5) + (\mathrm{QZ} \times 0.2) \\ & \mathsf{S/U} \ \mathrm{Grade} \geq 75 \end{aligned}$

Syllabus

- Staff
- Course Information
- Software
- Course Websites
- I ectures and Labs
- Office Hours
- Textbook
- Read Code of Academic Integrity Submit your own work Homeworks Acknowledge any help received
- Quizes
- Final Exam
- Grading

Academic Integrity

Student with Disabilities

Syllabus

- Staff
- Course Information
- Software
- Course Websites
- Lectures and Labs
- Office Hours
- Textbook
- Homeworks
- Quizes
- Final Exam
- Grading
- Academic Integrity
- Student with Disabilities

- Contact Student Disability Services: at 420 CCC, (607) 254 4545
- Send an email and talk to me

Lecture 01

Bits, Bytes

- Bit (**Bi**nary Digit) $\in \{0, 1\}$
- Byte \equiv 8 bits (e.g. 01000001)
- $\mathsf{KB}=2^{10}(\approx 10^3)$ bytes
- $MB = 2^{20} (\approx 10^6)$ bytes
- GB = $2^{30} (\approx 10^9)$ bytes
- TB = $2^{40} (\approx 10^{12})$ bytes

• ...

• A character is a symbol of written language (e.g. 'K', 'm', '!')

- A character is a symbol of written language (e.g. 'K', 'm', '!')
- A string is a sequence of characters (e.g. 'CS 1109')

- A character is a symbol of written language (e.g. 'K', 'm', '!')
- A string is a sequence of characters (e.g. 'CS 1109')
- {0,1}

- A character is a symbol of written language (e.g. 'K', 'm', '!')
- A string is a sequence of characters (e.g. 'CS 1109')
- $\{0,1\}$ $\{A, B, ..., a, b, ..., 0, 1, 2, 3, ...\}$

- A character is a symbol of written language (e.g. 'K', 'm', '!')
- A string is a sequence of characters (e.g. 'CS 1109')
- $\{0,1\} \leftrightarrow \{A,B,..,a,b,..,0,1,2,3,...\}$
- Need a translation between two alphabets
- Standards: ASCII (1 byte) , Unicode (2 bytes)

- A character is a symbol of written language (e.g. 'K', 'm', '!')
- A string is a sequence of characters (e.g. 'CS 1109')
- $\{0,1\} \leftrightarrow \{A,B,..,a,b,..,0,1,2,3,...\}$
- Need a translation between two alphabets
- Standards: ASCII (1 byte) , Unicode (2 bytes)
- 'A' $\equiv 65 = (0100001)_2$

- A character is a symbol of written language (e.g. 'K', 'm', '!')
- A string is a sequence of characters (e.g. 'CS 1109')
- $\{0,1\} \leftrightarrow \{A,B,..,a,b,..,0,1,2,3,...\}$
- Need a translation between two alphabets
- Standards: ASCII (1 byte) , Unicode (2 bytes)
- 'A' $\equiv 65 = (0100001)_2$
- 'B' $\equiv 66 = (01000010)_2$

- A character is a symbol of written language (e.g. 'K', 'm', '!')
- A string is a sequence of characters (e.g. 'CS 1109')
- $\{0,1\} \leftrightarrow \{A,B,..,a,b,..,0,1,2,3,...\}$
- Need a translation between two alphabets
- Standards: ASCII (1 byte) , Unicode (2 bytes)
- 'A' $\equiv 65 = (0100001)_2$
- 'B' $\equiv 66 = (01000010)_2$
- 'a' $\equiv 97 = (01100001)_2$

• A variable is a labeled memory location which holds a value

- A variable is a labeled memory location which holds a value
- An **assignment** is storing the result of an expression into a variable
- variable = expression

- A variable is a labeled memory location which holds a value
- An assignment is storing the result of an expression into a variable
 variable = expression
 - a = 5; b = a + 1;c = 2 * b;

- A variable is a labeled memory location which holds a value
- An **assignment** is storing the result of an expression into a variable
- variable = expression
 - a = 5;
 - b = a + 1;
 - c = 2 * b;
- At the end: *a* stores 5, *b* stores 6, *c* stores 12.

Simple Calculator

• (enter a number) 17

- (enter a number) 17
- (select an operation) +

- (enter a number) 17
- (select an operation) +
- (enter another number) 29

- (enter a number) 17
- (select an operation) +
- (enter another number) 29
- (press execute)

- (enter a number) 17
- (select an operation) +
- (enter another number) 29
- (press execute)
- (result) 46

- (enter a number) 17
- (select an operation) +
- (enter another number) 29
- (press execute)
- (result) 46
- What is missing?

- (enter a number) 17
- (select an operation) +
- (enter another number) 29
- (press execute)
- (result) 46
- What is missing?
- Labels for stored values!
- We implicitly refer to them: the first number and the second number
- But there is no way we can reuse them!
- Variables provide labels for stored values.

MATLAB Demo

- Command Window
- Workspace
- Command History
- Current Directory
- Help