

Helping You Succeed: Class Resources

- Section/labs. In the ACCEL Lab, Carpenter Library 2nd floor. Guided exercises on computer, with TA and consultants walking around, helping. Mandatory.
- Quizzes. Let you know what material is important for you to know at that point. You will know exactly what the quiz will cover. Everyone expected to get A on each quiz.
- Lectures: Not just slides. See interactive demos almost every lecture. We try to make it interesting.
- Course text: (Optional) CD at back of book has 250 2-4 minute lectures. CD missing? Using Mac OS X? See course website.
- **One-on-one sessions beginning 3rd week.** Work for 30 minutes with Walker White, TA, or consultant on the computer

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• "Interludes." Discussion of some aspect of computing, internet, or CS to help you understand the computing world we live in.

- **AEW Workshops**. 1 credit, 2 hours. No homework. Small, collaborative classes parallel to course. No class first week. See link on course website, talk to advisors in Olin 167.
- iClickers. Everyone: get your own clicker. By Thursday. We use them to judge the sense of understanding of the class, to encourage staying alert. Part of your participation grade.
- Piazza. Our "town square", a place to ask and answer questions.

Course Management System. Visit <u>cms.csuglab.cornell.edu/</u> Not listed? Email Betsy Appleton, <u>ea86@cornell.edu</u>, ask to add you to CS 1110 CMS. Include your Cornell netid in your email.

Assignments

- Larger programming tasks (every two weeks)
- First assignment requires mastery
 - Submit, get feedback, resubmit, ... until correct
 - Everyone eventually scores 10/10
- · Later assignments designed to be fun
 - A4: Color models
 - A5: Graphics and drawing
 - A6: Image processing (jpeg, png...)
 - A7: Breakout game

Other Course Issues

Recitations (Labs) in the Engineering ACCEL LAB
ACCEL Lab: into (old) Engineering Library, walk straight

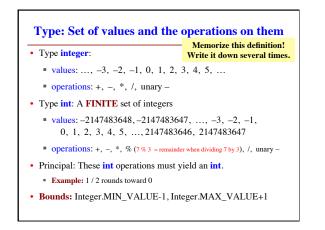
- until you come to a staircase on your left, go up the stairs.
- Register for ANY section. But go to one you want.
- Times of the recitation-labs: Attend ONE of them.
 - Tuesday: 12:20, 1:25, 2:30, 3:35
 - Wednesday: 12:20, 1:25, 2:30, 3:35

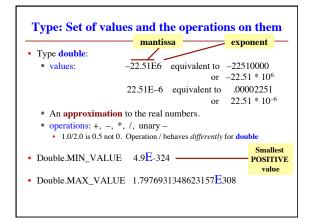
Academic Integrity

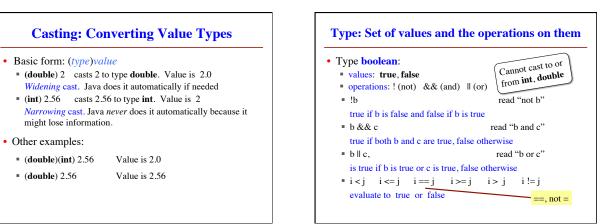
We ask you not to cheat, in any way, shape, or form. In return, we try to be fair about the amount of work, in grading the work, and in giving you a course grade. See website for more information
Do Quiz 0 on Course CMS.

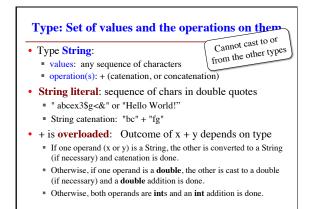
Reading for This and Next Lecture

- Reading: Sections 1.1, 1.2, 1.3.
 - Lab 1 will give you practice with concepts in 1.2.
 - May not understand all the reading because a lot of new terms, but doing the reading will enhance next lecture.
- Plive (optional): Lesson 0; also Page 1.3, Activity 1-4.1
- · Summary of lectures all on course website
- Today and Tuesday:
 - Introduce our IDE, DrJava
 - Introduce types, expressions, and assignments
 - Learn to use DrJava as a "fancy calculator"











- Unary operators: + !
- Binary arithmetic: * / %
- Binary arithmetic: + –
- Arithmetic comparisons: < > <= >=
- Equality relations: == !=
- Logical and: &&
- Logical or: ||
 - You will practice all of these in Lab 1.