Presentation 1

Course Overview

We Are Completely Full!

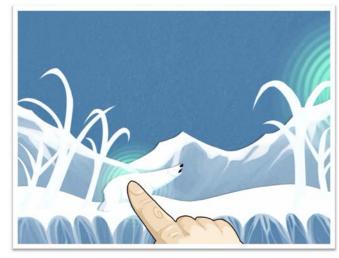
- All in-person sections are at capacity.
 - We are looking at opening two more
 - But there are no promises at all right now
- All online sections are completely full
 - The number of staff/TAs limits capacity
 - Sized to fit "gallery view" in Zoom
- Right now *freshmen* have priority

About Your Instructor: Walker White



- Director: GDIAC
 - Game Design Initiative at Cornell
 - Teach game design
- (and CS 1110 in fall)





About Your Instructor: K-Y. Daisy Fan



Background in Environmental Engineering Systems

Also teaching CS1112 Intro to Computing Using MATLAB.
Sometimes a SYSEN Optimization course.

Optimization: what is the "best" way to operate a system given constraints and uncertainties?



Source: energy.gov

CS 1110 Fall 2020

Outcomes:

- Fluency in (Python) procedural programming
 - Usage of assignments, conditionals, and loops
 - Ability read and test programs from specifications
- Competency in object-oriented programming
 - Ability to recognize and use objects and classes
- Knowledge of searching and sorting algorithms
 - Knowledge of basics of vector computation

Website:

www.cs.cornell.edu/courses/cs1110/2020fa/

Intro Programming Classes Compared

CS 1110: Python

- No prior programming experience necessary
- No calculus
- *Slight* focus on
 - Software engineering
 - Application design

CS 1112: Matlab

- No prior programming experience necessary
- One semester of calculus
- *Slight* focus on
 - Scientific computation
 - Engineering applications

But either course serves as a pre-requisite to CS 2110

CS 1133: Short Course in Python

- 2-credit course in how to use Python
 - Material is roughly the first half of CS 1110
 - Most of the Python of 1110, but not theory
 - Two assignments; no exams
 - No experience required
- This is the only way to take Python S/U
 - CS 1110 is no longer offered S/U
 - Best for students that just want Python

Why Programming in Python?

- Python is easier for beginners
 - A lot less to learn before you start "doing"
 - Designed with "rapid prototyping" in mind
- Python is more relevant to non-CS majors
 - NumPy and SciPy heavily used by scientists
- Python is a more modern language
 - Popular for web applications (e.g. Facebook apps)
 - Also applicable to mobile app development

Class Structure (In a COVID World)

- Lectures. All available asynchronously online
 - In short(ish) segments for you to view a leisure
 - Audio is a little loud still trying to get editing right
- Zoom. Held synchronously at lecture time
 - Will not introduce (much) new material
 - Interactive sessions to help understand videos
 - Q&A, polling, but very ad-libbed
 - Not mandatory. You do not have to attend

Class Structure (In a COVID World)

- Section/labs. Online (Zoom) or In-Person
 - Guided exercises with TAs/consultants helping out
 - Enter into the online lab server
 - But we will discuss exercises in class
- Attendance policies vary by section
 - In-person sections are mandatory
 - Online sections are semi-mandatory
 - Attendance required for manual-graded questions

Class Structure (In a COVID World)

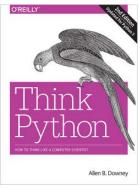
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This semester, sections meet twice weekly

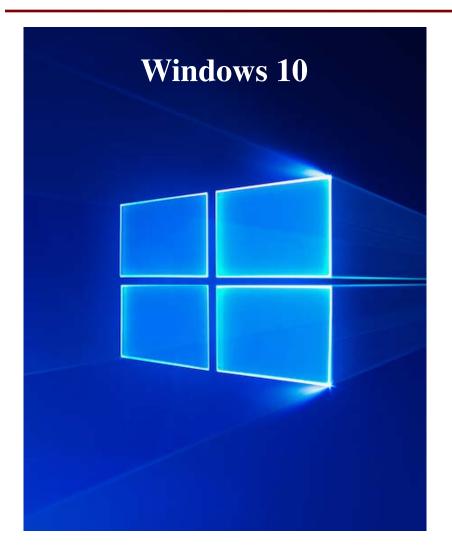
- We are not giving you extra work
- Same amount of work spread over two days
- Unline sections are semi-mandatory
- Attendance required for manual-graded questions

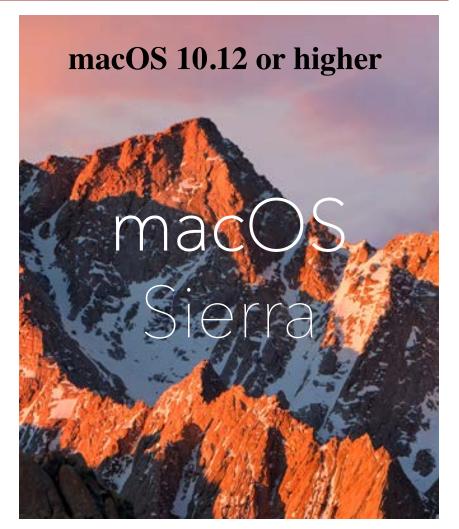
Class Materials

- Python. Necessary to use your own computer
 - We are using Anaconda Python 3.7.6
 - Older versions are problem on Catalina
 - New versions are unstable
 - See course website for how to install
- Optional Textbook. Think Python, 2nd Ed.
 - Never used in class; only as a reference
 - Available for free as PDF or eBook
 - Hardbound copies only available online



This Course is OS Agnostic





Do NOT Even THINK It!



Do NOT Even THINK It!



Let's Do a Survey

What type of computer will use for this course?

- A. I want to use my own Windows computer
- B. I want to use my own Macintosh computer
- C. I want to use my own Linux computer
- D. Can I use a ChromeBook?
- E. I will use whatever I can get my hands on

Things to Do Before Next Class

- Visit the course website:
 - www.cs.cornell.edu/courses/cs1110/2020fa/
 - This IS the course syllabus, updated regularly
- Read Get Started
 - Enroll in Piazza
 - Sign into CMS and complete Survey 0
 - Install Python and complete Lab 0
 - Take the academic integrity quiz

Academic Integrity

- Every semester we have cases of *plagiarism*
 - Claiming the work of others as your own
 - This is an Academic Integrity violation
- This course has a very specific policy
 - Do not listen to (non-staff) upperclassmen
 - Look at the course website for the new details
- Complete Academic Integrity Quiz on CMS
 - Must complete successfully to stay in class

Grades this Semester

Exams	50%
Prelim 1	25%
Prelim 2	25%
Assignments	48%
Assignment 1	3%
Assignment 2	3%
Assignment 3	4%
Assignment 4	7%
Assignment 5	3%
Assignment 6	8%
Assignment 7	20%
Surveys	2%

Our "final" exam

Some Words About About Grades

- This class is *not* curved (in traditional sense)
 - Curve = competition with other students
 - This is about material, not your classmates
- The grades mean something
 - A: mastered material; can be a consultant
 - **B**: good at material; can take 2110 (or major)
 - C: future CS courses are not a good idea
 - **D**: where did you go?
 - **F**: were you ever here?

Some Words About About Grades

- But this is **not** a weed-out course
 - We know students have different backgrounds
 - Students can do well regardless of experience
- But you may have to work hard!
 - If no experience, budget 10-12 hours of homework a week

	A	В	C	D/F	
All Students	40%	40%	18%	2%	
Some Experience	37%	41%	20%	2%	42%
No Experience	32%	42%	24%	2%	28%

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Some Experience	37%	41%	20%	2%
No Experience	32%	42%	24%	2%
Freshmen, No Exp	37%	39%	24%	0%

Questions?