Mini-Lecture 1

Course Overview
Outcomes:

- Competency with basic Python programming
  - Ability to create Python modules and programs
  - Ability to use the most common built-in data types
- Knowledge of object-oriented programming
  - Ability to recognize and use objects in Python.
  - Ability to understand classes written by others.

Website:

- www.cs.cornell.edu/courses/cs1133/2018fa/
About Your Instructor

- **Director**: GDIAC
  - Game Design Initiative at Cornell
  - Teach game design
- (and CS 1133 in fall)
This Year is an Experiment!

- **Lectures** and **Labs** are no longer separate!
  - We will have in-class activities every day
  - Lectures will be limited to 10-15 minutes
- **Goal**: Spend more time doing
  - This is class needs more hands-on help than 1110
  - Also allows more practice before the assignment
- **Problem**: Balancing the workload
  - Now have 2 days to finish an activity, not a *week*
  - Need to make sure this does not overwhelm you
Lab 0: Getting Started

Instructor: Walker M. White

Status: INCOMPLETE

This lab serves two purposes. First, it is designed to get you started with Python immediately, particularly with the command shell. Second, it gives you hands-on experience with Python expressions, which we talked on the first day of class. Learning a computer language is a lot like learning a new human language, and this lab essentially works as a grammar drill.

Contents

- Setting up Python
- Materials
- Getting Credit
- Checklist
Labs/Activities

• Each day has activities dedicated to topic
• Do online, but with help from our staff
  ▪ Bring your laptop every class (or a friend)
  ▪ We can manually check you off if needed
• If you cannot finish in during class time
  ▪ Due at the start of next class
  ▪ Online system will cut you off!
• Try to finish it during class if possible
If You Need Help Outside of Class

- **Consulting Hours**: The undergraduate TAs
  - 4:30-9:30 Monday-Thursday, 12:30-9:30 Sunday
  - Open office hours with (CS 1110) staff
  - Held in the ACCEL Green Room (2nd floor Carpenter)

- **Piazza.** Online question/answer forum
  - Go here first *before* sending question in e-mail
  - Sign up before the next class

- **Office Hours.** Talk to the professor!
  - Available outside Call Aud. 10-11 on TuTH
  - Otherwise meet with me by appointment
Grading Policy

• You may not miss more than 4 classes.
  • “Miss” means not doing the activity
  • But finishing activity outside class is okay
• You must make 85% on the two assignments
  • If you do not make 85%, you must redo them
  • You get 2-3 attempts to pass the assignment
• Failing either of these results in a U
  • Pay attention the feedback and deadlines
Getting Started with Python

- Designed to be used from the “command line”
  - OS X/Linux: Terminal
  - Windows: Command Prompt
- Purpose of the first lab
- Once installed type “python”
  - Starts an interactive shell
  - Type commands at `>>>`
  - Shell responds to commands
- Can use it like a calculator
  - Use to evaluate expressions

```
Last login: Mon Aug 14 22:16:16 on tt
[wmwhite@Rlyeh]:~ > python
Python 3.6.1 |Anaconda 4.4.0 (x86_64)
[GCC 4.2.1 Compatible Apple LLVM 6.0]
Type "help", "copyright", "credits" or "fullcopyright" for more information.
Type "license" for legal notices.
Type "quit" to quit.

>>> 1+2
3

>>> 'Hello'+'World'
'HelloWorld'

This class uses Python 3.6
```
Anaconda
Welcome to the Cornell Extensions Installer

This installer adds additional 3rd party libraries to the Python that is already built into OS X. Many of the assignments in this class rely on this modules.

You may wish to read up on some of the libraries. The most important is the graphics library known as Kivy:

http://kivy.org

This library allows us to make some very advanced applications, including computer games in Python. You should follow the web instructions to test your installation on helloApp.py, to ensure this was installed correctly.
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