UA0101 - 001/002
Introduction to Computer Science (with Java)

• Professor: Andrew Case
  • Office: WWH 424
  • Office Hours: TBD by class vote
    Email: acase@cs.nyu.edu
• Website:
  http://www.cs.nyu.edu/webapps/courses
  http://www.cs.nyu.edu/~acase/classes/sp14/UA101-001/
What is covered

- Fundamentals of Programming
  - Primitive Data Types (Elementary Programming)
  - Flow control (selection statements, loops)
  - Functions
- Object Oriented Programming & Data Structures
  - Arrays, Objects and Classes, Strings
  - Inheritance, Polymorphism, Abstracts, Interfaces
- Advanced Concepts
  - GUI Basics & Graphics
  - Exception Handling & Text I/O
  - Recursion

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What probably will not be covered

• This is just an intro course!
• In depth and specialized programming
  - Complex data structures (trees, etc.)
  - Network programming
  - Web programming
  - Game programming
  - Parallel programming
  - Scientific computing
Prerequisites

- Introduction to Computer Programming (CSCI-UA 0002) departmental permission assessed by placement exam.
Who should take this course

- If you have an interest in what makes things tick
- If you feel gratification in making things
- If you want to make software applications
- If you plan to use computer programs in your discipline

Who should **not** take this course

- If you have never taken a structured programming course before, take CSCI.UA-0002
- If you're just looking to fill a math requirement (this will not be easy!)
Resources/Help

- Textbooks
- Website:
  - Lecture slides
  - Examples
  - Assignments
  - Forums (NYU Classes)
- E-tutor (email help besides forums)
- Lab tutors (14 Washington Place, Lower Level)
- Professor office hours

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Textbooks

• Required Text(s):
Attendance

- Lectures and examples posted on the website are designed to work in conjunction with attendance. They are not a replacement!

- If you miss a class
  - Go through the examples and rewrite the code yourself!
  - Do sample problems of your own (even if not absent)
  - If you still don't understand something
    - See me at office hours
    - Visit the lab tutors
    - Post to the fuuroms and/or email the e-tutor

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Grading

Homeworks/Quizes/Participation: 35%
Exams: 65%
  - Midterm1: 15%
  - Midterm2: 15%
  - Final: 35%
Homeworks

- Reading assignments may be tested
- One programming assignment per week
- Homeworks are required! If your grade for the homeworks is a failing grade, you will fail this course
- Assignments can be turned in up to 3 days late for a 10% deduction per day late
- Solutions will be posted
  - Review them!
“NYU Classes”

• Available from http://home.nyu.edu
• Announcements will be made on it. You are expected to read them
• Students are STRONGLY encouraged to post all questions to the forums
• Homeworks will be submitted on it
• Grades will be posted on it
Cheating

• Talking about ideas on how to solve a problem is **not** cheating.

• **Showing students code and/or using other people's code is cheating!**

• Code Likeness Utility (CLU)
  • obfuscates and generalizes code submitted
  • compares that code for similarity
  • reports copied code
  • cheaters fail
Class Culture

• Open discussion about programming
  • If you email me a question about programming, I will reply to the forums!
  • If you have questions others do too
  • More discussion – more learning
  • Learn from each other
  • Practice
  • Try new things
• Class participation makes the class better
General Advice

- Programming is an incremental learning experience.
- **DO NOT FALL BEHIND!** You won't be able to catch up
- Do all the homeworks
- Programming is a different way of thinking. It takes a large amount of time/practice to understand and use these concepts
- Ask questions!!! About anything and everything (computer related)
- Do not share your code
- Write your own code
- If struggling come see me ASAP, do not wait