About COMP 110

- Learn how to develop algorithms

- Learn the basic components of computer programming
  - Focus on Java
  - Techniques can be applied to any other language (e.g. C++, C#, Python, etc.)

- No Official Prerequisites
  - No prior programming knowledge expected
  - Basic computer skills expected
  - Basic math background—especially algebra—expected
Why Learn to Program?

- You get to create!
- Useful for many different applications
  - Games & Entertainment
  - Medicine
  - Bioinformatics
  - Air Traffic Control
  - Training
  - Simulation
  - And many more...
About Me

- UNC Grad Student, working on Ph.D.
  - Undergrad at University of Washington

- Research Interests: Graphics & Augmented Reality
  - Animatronic Avatar for Telepresence

- Other Interests: video & board games, reading, and tennis
About You

- Homework 0, to be submitted via Sakai
  - Name
  - Email
  - Major
  - Some additional information (see full list in Homework 0 on the course website)

- Due Friday at 11:55 pm
Course Web Page

- [https://sites.google.com/a/cs.unc.edu/2012summer2-comp110/](https://sites.google.com/a/cs.unc.edu/2012summer2-comp110/)
- Assignments: Homework, Programs, Labs
- Resources
- Syllabus
- Course Calendar
Class Format

- Lectures
- Recitations/Labs
Lecture Format

- Review Previous Material
  - Questions

- Present New Material

- In-Class Exercises
  - Work in Groups

- Lecture Notes will be posted online before class
  - Updated after class
Recitation Format

- Mini-Lab
  - Extra Programming Practice
- Homework Help
- Answer Questions from Lecture

- Work in Groups
  - Each group should always have a laptop and textbook
Textbook (Required)

- *Java: An Introduction to Problem Solving & Programming*
  - Walter Savitch & Frank M. Carrano
  - 5th or 6th Edition

- The differences between the books is minor
  - 5th Edition covers Java 6
  - 6th Edition covers Java 7
  - I will point out any relevant information missing from the 5th Edition in lecture
Software

- Java SDK & Eclipse Classic
  - On public lab machines
  - You can install on your machine
    - We will do this in tomorrow’s class

- Please download the Java SDK & Eclipse Classic installers to your laptop prior to tomorrow’s class
  - See course website for details and links
Computer Labs

- Three Labs are open for the Summer
  - Locations: Davis Library, Health Sciences Library, Undergraduate Library
  - Hours: http://help.unc.edu/CCM3_008749

- Maintained by UNC ITS

- You may do homework there
  - The required software is pre-installed there
Grades

- Assignments: 60%
- Midterm Exam: 15%
- Final Exam: 20%
- Attendance/Class Participation: 5%
Assignments

- Labs
  - Should be completed in class
  - Due prior to the next lab
    - Some labs build upon previous labs

- Programming Assignments
  - Start Early!

- Reading Assignments
  - Read before coming to class

- Self-Test Questions from Textbook
  - Recommended for exam practice
Submitting Assignments

- Submitted through Sakai
  - https://sakai.unc.edu/portal/site/comp110-2012-summer2

- Naming Scheme
  - `lastname_lab#.jar`
  - `lastname_prg#.jar`
  - `lastname_hw#.txt`
Late Policy

- Most assignments are due at 9:45a on the due date

- Late assignments will not be accepted

- 3 free late days (24-hr periods)
  - Unused late days are each worth 2 extra credit points on the final exam
Exams

- Midterm Exam
  - To make up a midterm, you must notify me in advance or have a doctor’s excuse

- Final Exam
  - Thursday, July 26 from 8:00-11:00 am
  - To take the exam at a different time, you must get permission from your Dean and give me the blue slip you get from the Dean
Working in the Lab

Before you open Eclipse and start coding:

- Read the assignment
- Think about what it is asking for
- Review lectures and examples on the topic
- Write (on paper) your plan for completing the assignment (i.e. your algorithm)
Back up Your Work!

- Back up your work!

- You will lose something at some point
  - You might have to learn the hard way

- Use your AFS space, flash drive, etc.
  - Copy your workspace to it
Campus File System

- Andrew File System (AFS)
  - Automatically backed up by UNC ITS

- AFS Lab Computer Access
  - Automatically mounted as drive H:

- AFS Personal Computer Access
  - You can install the OpenAFS Client and/or SSH Secure Shell
  - Using OpenAFS requires constant internet access

- More Information
  - [http://help.unc.edu/134](http://help.unc.edu/134)
Help!

- For help on general computing problems, including getting AFS enabled on your laptop or at home or obtaining free software
  - [http://help.unc.edu](http://help.unc.edu)
  - 919-962-HELP
Contacting Me

- **Office Hours**
  - M 11:30a – 12:30p
  - W 2:00p – 3:00p
  - By Appointment

- **Email:** plincoln@cs.unc.edu
  - Put COMP110 in the subject line

- **Anonymously**
  - Mailbox just outside of SN107
Collaborating

- Don’t cheat!
- You may discuss general approaches with each other, but you may **never** share code
- **Do not** give assignment solutions until after assignment is due
- Struggle with the assignment before asking for help
- Sign the honor code document and return it to me by Monday
Questions?