

EECS 111: Fundamentals of Computer Programming

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Goals of the Course

- To teach the fundamentals of
designing/writing/testing/maintaining
computer programs

Logistics

- Class meets MTuWF: 2-2:50PM, Tech A110
 - But no class tomorrow
- Professor: Doug Downey
 - Office hours: Wed 3-4PM, Ford 3-345
 - <http://www.cs.northwestern.edu/~ddowney/>
- TA: Casey Klein
 - Office hours: Mon 1-2PM, Ford 2-215
 - <http://users.eecs.northwestern.edu/~clk800/>
- Course web page (also linked from my home page)
 - <http://www.cs.northwestern.edu/~ddowney/courses/111/>

Grading, etc.

- 7 Homeworks (50% of grade)
 - Almost entirely programming
- 2-part final project due last two weeks (25% of grade)
 - Game!
- Exam in week 8 (25% of grade)
- Attendance not required

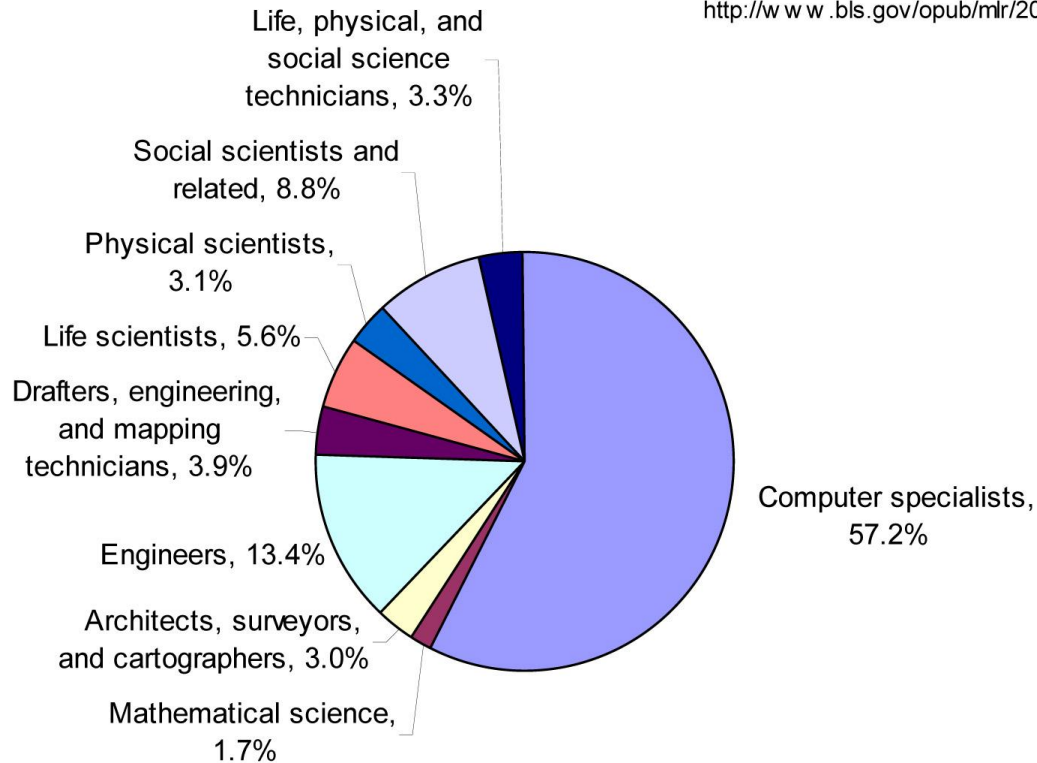
Computer Programming

- Why bother?
 - Job Prospects

Job Prospects

Contribution to total growth in science and engineering occupations ("Computer and mathematical," "Architecture and engineering," and "Life, physical, and social science"), 2008-18

<http://www.bls.gov/opub/mlr/2009/11/art5full.pdf>, Appendix



Computer Programming

- Why bother?
 - CS Job Prospects
 - Applicability to other fields
(computational biology, finance, the arts, entertainment, etc.)
 - Fun!
 - ...in this course, we'll do a ten-minute “moment for CS” every Friday to introduce some fun aspect of the field

A barrage of show-of-hands questions

- How many of you:
 - Are 1st- or 2nd-year students?
 - Have programmed before?
 - Have taken a programming class?
 - Are (or intend to be) a CS major?
 - Are in McCormick?
 - Have programmed in “Scheme”?
 - Have programmed in Java?
 - Have heard of the Fibonacci sequence?
 - Have seen “The Social Network”?

About your instructors

- My research area: AI
 - Specifically machine learning and Web search
 - My first time teaching this course
 - I *have* worked as a professional software engineer
- The good news: Your TA
 - Advised by an author of our primary text book

Source Material

- [How to Design Programs, Second Edition](#) (HTDP/2e) by Felleisen, Findler, Flatt, and Krishnamurthi -- note: this is a work in progress
- [How to Design Programs, First Edition](#) (HTDP) by Felleisen, Findler, Flatt, and Krishnamurthi
- [The Structure and Interpretation of Computer Programs](#) (SICP), by Abelson, Sussman and Sussman

This course is about

- The FUNdamentals of programming and computation
 - From specification to implementation
 - Some:
 - Software engineering principles
 - Computational complexity
- “The way to learn to program is by programming”
 - Nathan Myhrvold

This course is *not* about

Racket: Scheme-like language we use

Dr. Racket: development environment

Racket,
Dr. Racket

Other programming languages (Java, C++),
tools (Visual Studio), APIs, Protocols, etc.

Fundamentals of Computer Programming (this course):
how to design, test, implement, and maintain programs

Tiny assignment for today

- Install Dr. Racket
- Skim HtDP Prologue
- ...links for both off course home page
- 1st (real) homework assigned Wednesday