

CS1101S Discussion Group Week 1: *Introduction & Administration*

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1 Introduction

- About me
- About you
- About this module
- About this discussion group

2 Advice

- How to learn CS
- How to do missions and sidequests



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Introduce yourself to everyone



Things to cover in your self-introduction

- Your name?
- Your major (your faculty also if you are not from SoC)?
- Why do you learn CS?
- Why do you take CS1101S?

Important notice

- Speak loudly!
- Speak clearly!

There are 8 students in each Discussion Group

- Tan Zong Xian
- Tang Yurou
- Vignesh Shankar
- Wan Chunwei
- Wang Chao
- Yogusvi Tewari
- Zhang Jingchen
- Zhang Yuntong

About this module

Originated from MIT 6.001



Massachusetts Institute of Technology (MIT), the U.S.A.

About this module

Now, back to NUS CS1101S

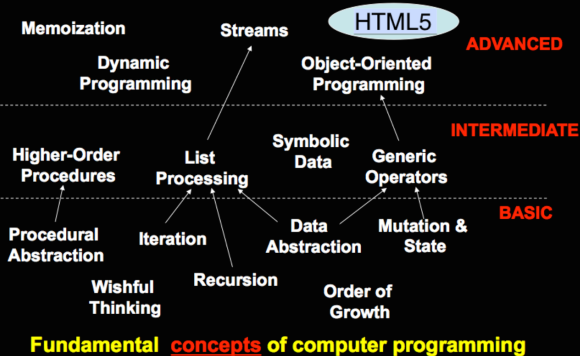


NUS CS1101S Online Folder

<http://comp.nus.edu.sg/~cs1101s>

What to learn in CS1101S

CS1101S Road Map



About this module

Assessment Components

- 35% Missions (from Source Academy)
- 5% Discussion Group Participation
- 15% ~~Practical Examination~~ Program reading
- 15% Mid-term Test (Oct 4th)
- 30% Final Examination (Nov 29th)

Is CS1101S bell-curved?

- No. Not at all.

Is it harder than CS1010?

- Yes, more materials will be covered.
- Yes, some of the materials will be more difficult.
- No, because the percentage of students who get A-, A and A+ is however usually higher.

About this module

CS1101S Communication Channel

- IVLE Forum
- Facebook Group (click [here](#))
- IVLE Announcement
- Source Academy Announcement

Caution

- Our Discussion Group has our own communication channel.
- The WhatsApp Group.

About this Discussion Group

Discussion Group Administration

- Time: Conducted weekly, Tuesday 14:00 to 16:00.
- Venue: COM1 01-14 (Embedded Systems Teaching Lab 1).
- Participants: Every one of you and me.
- Attendance will be taken every time, however, only attending all the classes (without active participation) may not guarantee you the full marks for the participation component of your CS1101S grade.

About this Discussion Group

Ways to participate actively

- Be prepared before class.
- Frequently *ask* questions (both in class and on Whatsapp Group).
- Frequently *answer* questions from your classmates (if you can).
- Tell really funny jokes.

About this Discussion Group

Where to find my slides

- We have our own Discussion Group Website.
- Visit <https://cs1101s.azurewebsites.net/>.

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How to get good grades in CS1101S

- Attend all lectures, recitations and discussion groups.
- Finish all missions, sidequests & contests and try your best to get full marks for every one of them.
- Do not be too shy to ask questions.
- From now on, do “*wishful thinking*”!

About the leaderboard

- Leaderboard does not affect your grade in CS1101S.
- Aim for leaderboard **only if** you finish all your other work in CS1101S and other modules, and you still have extra time.
- Anyway, leaderboard may become the motivation for you to study hard.

To Get Good Grades

Leaderboard last year

The screenshot shows a course interface with a sidebar on the left and a main content area. The sidebar includes a 'Navigation' menu with items: Announcements, Assessments, Submissions, Achievements, Comments, Leaderboard (highlighted), Students, and Materials. The main content area is titled 'Leaderboard' and displays a table of top performers.

Rank	Profile Picture	Name	Level
1		Eifve Snead	Level 38
2		B.	Level 38
3		Yuz Yu	Level 38
4		Yuncun Q	Level 38
5		oob ujjeva	Level 38

How to learn Computer Science (CS)

To become a good CS student

- Appreciate how many changes computers have made in the world.
- Love programming.
- Be prepared to suffer.
- Be resourceful.
- *Google* is always your best friend.

How to Do Missions and Sidequests in CS1101S

Follow these steps

- Keep thinking and trying for at least 30 minutes.
- Ask your best friends, **Google**.
- Ask in our DG Whatsapp Group.
- Report to me, since there must be something wrong with the assignment.

What to expect in Missions and Sidequests

- Graphics Programming (Runes & Curves)
- Security Programming (RSA Encryption / Decryption)
- Sound Programming (Digital Sounds)
- Robotics Programming (*Lego* Robot Competition)
- Game Programming (DeathCube)
- Stream Programming (Solving Algebra Problems with Streams)
- Sorting Programming (in Unity3D game, new idea this year)

Let the adventure begin



End

The End