

## CS1101S Studio Session Week 1: *Introduction & Administration*

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## 1 Introduction

- About me
- About you
- About this module
- About this studio group

## 2 Advice

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



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## My teaching experiences

- AY2017/2018 Semester 1
  - CS1101S Programming Methodology (*Best Avenger Award*)
- AY2017/2018 Semester 2
  - CP2106 Independent Software Development Project
- AY2018/2019 Semester 1
  - CS1101S Programming Methodology
  - CS2103/T Software Engineering

## 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 Studio Group

- Chen Yuanbo
- Chong Zi Kang
- Dorcas Tabitha Tan
- Eugene Tan Yew Chin
- Lim Kang Yee
- Ng Jun Rong, Terence
- Shawn Chew
- Syed Muhammad Zain Alam

# About this module

Originated from MIT 6.001



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



## History of MIT 6.001

- Scheme was invented by Guy Steele and Gerald Sussman in 1975, as a dialect of Lisp.
- The first class of MIT 6.001 was taught by Hal Abelson and Gerry Sussman in 1980.
- Hal Abelson and Gerry Sussman published their famous textbook *Structure and Interpretation of Computer Programs* in 1985.
- MIT 6.001 was later taken over by Eric Grimson, the head of Department of Electrical Engineering and Computer Science at MIT before his appointment as the Chancellor of MIT in 2011.

## History of MIT 6.001 (continue ...)

- MIT 6.001 was taught for the last time in 2008. Gerry Sussman took it back from Eric Grimson, as he said he wanted to be the last person to teach it.
- This module was later replaced by 6.00, 6.01, and 6.02 (taught in Python) due to the new CS curriculum at MIT.
- To commemorate this remarkable module, a highly-condensed version of 6.001, MIT 6.037 was introduced during the Independent Activities Period (IAP) after that.

## Self-readings about MIT 6.001

- The End of an Era. *By Evan Broder*. Click [here](#).
- MIT 6.001 Spring 2007 Course Website. Click [here](#).
- MIT 6.037 IAP 2018 Course Website. Click [here](#).
- MIT 6.001 Webcast (1986). *YouTube Video Playlist*. Click [here](#).

# About this module

Now, back to NUS CS1101S



NUS CS1101S Online Folder

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

## History of CS1101S

- First introduced to Department of Information System and Computer Science in AY1997/1998 Semester 1, under the module code IC1101S.
- It was re-named to CS1101S the next academic year.
- Has been taught by Jacob Katzenelson, Leong Tze Yun, Leong Hon Wai, Terence Sim, Razvan Voicu, Ben Leong, Martin Henz, Low Kok Lim, etc.
- Prof Ben Leong first attempted to gamify this module, at that time on a platform called *Jedi Academy*.
- Prof Martin Henz first used JavaScript instead of Scheme.
- *Source Academy* was introduced two years ago.
- Became compulsory for all CS freshmen since this year.

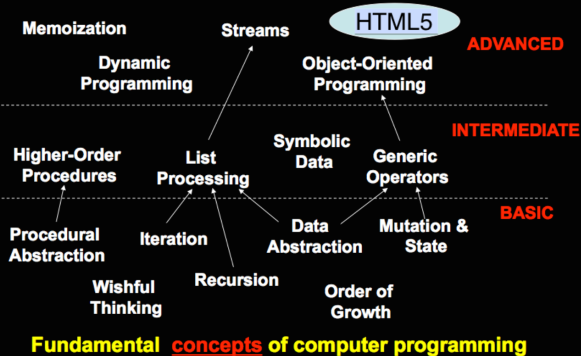
## What is CS1101S about?

- It is “not” about programming.
- It is “not” about Computer Science.
- It is “not” about Source, or the underlying JavaScript.
- It is about **Computation**.

*Adapted from the lecture notes of MIT 6.001 Spring 2007. Available online.*

## What to learn in CS1101S

# CS1101S Road Map



## Assessment Components

- 20% Missions (from Source Academy)
- 15% Reflection & Studio Session Participation
- 10% Reading Assessments (Week 4 & 9)
- 10% Mid-term Test (Week 7)
- 15% Practical Assessment (Week 13)
- 30% Final Examination (Nov 27<sup>th</sup>)



# About this module

## CS1101S Communication Channel

- Piazza Q&A Forum
- Facebook Group (click [\*here\*](#))
- IVLE Announcement
- Source Academy Announcement

## Studio Group Communication Channel

- The Telegram Group.

## Our Communication Channel

- For general enquiries (not about the specific materials covered by me during our class), like questions about the lecture notes, recitations, missions, sidequests, you may want to post them on the Piazza.
- For enquiries about the materials covered by me during our class, please do not hesitate to ask in our Telegram group. **Notice:** *You are encouraged to post it in the Telegram group instead of directly to me because others may have the same question.*
- If you have personal enquiries, like doubts about the marking of assignments or absence, you may want to talk to me in person or on Telegram.

# About this Studio Group

## Studio Group Administration

- Time: Conducted weekly, Tuesday 12:00 to 14:00.
- Venue: Active Learning Room, COM1-B103, NUS.
- Participants: Every one of you and me.
- Attendance will be taken every week.
  - You may not get the full marks for the participation component of your CS1101S grade even if you attend all the classes.
  - Only **active & positive participation** counts.

# About this Studio Group

## Ways to participate actively

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

# About this Studio Group

## Where to find my slides

- We have our own Studio Group Website.
- Visit `https://cs1101s.azurewebsites.net/`.
- A new website may or may not be released soon.
  - *Depending on my schedule.*

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## 2 Advice

- How to learn CS
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## How to get good grades in CS1101S

- Attend all lectures, recitations and discussion groups.
- Finish all missions, quests & contests.
  - 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 for the 2016 batch

The screenshot displays a user interface for a leaderboard. On the left, there is a navigation menu with the following items: Announcements, Assessments, Submissions, Achievements, Comments, Leaderboard (highlighted with a star), Students, and Materials. The main content area is titled 'Leaderboard' and shows a list of students. At the top left of this area, it indicates 'Level 38' and 'Achievements 40'. The leaderboard table is as follows:

Rank	Profile Picture	Name	Level
1		<a href="#">Bafeng Jiang</a>	Level 38
2		<a href="#">B. Jiang</a>	Level 38
3		<a href="#">Yue Yu</a>	Level 38
4		<a href="#">Yunpeng Niu</a>	Level 38
5		<a href="#">L. Jiang</a>	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 Telegram 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)
- Sorting Programming (in Unity3D game, new idea since 2017)
- Stream Programming (Solving Algebra Problems with Streams)
- Evaluator Programming (Implement your own compiler)

Let the adventure begin



End

The End

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