

CS 113 – Computer Science I

Lecture 0 — Course Introduction

Adam Poliak 08/30/2022



Agenda

- Introduction
 - Algorithms & Programming
- Administrative/logistics
- Hello World
- Terminal & the command line
- Basic output

What is Computer Science?

Computer Science in this course

- Break down problems into solvable components
- Learn how to instruct and command a computer to solve a complex problem

Algorithms! = Programs

- Programs: implementation of algorithm that a computer understands
 - Unambiguous
 - Expressive
 - Communicate a lot of ideas
- Semester goals:
 - cover primary types of instructions
 - Combine & organize instructions to develop complex programs
 - In Java
 - But ideas go beyond one single programming language

Logistics

- Course webpage:
 - https://brynmawr-cs113-f22.github.io/website/
- Attendance sheet:
 - https://azpoliak.github.io/cs113_attendance.html
 - Just for first few lectures to deal with enrollment
- Dropbox:
 - Submitting assignments on dropbox
- Slack:
 - Course communication
 - Useful links will be posted there

Assignments

Learning by doing!

- Homeworks
- Labs
- Final Exam

Course Staff



Prof. Aline Normoyle

- 3rd year at BMC, taught CS113 multiple times before
- Lectures Monday & Wednesday (Section 1)
- Lab Wednesday
- Office Hours: Wednesday 4-5pm (Park 220B)
- Research:
 - Video games
 - Analysis of motion
 - Character animation



Prof. Adam Poliak

- 1st year at BMC, spent last 2 years at Barnard
- Lectures Tuesday & Thursday (Section 2)
- Lab Tuesday & Thursday
- Office Hours: Wednesday 10-11am (Park 220C)
- Research:
 - Natural Language Processing
 - Computational Text Analysis
 - Data Science

Abhi Suresh

- TLI Student Consultant
- BMC Junior, majoring in math
- Email: asuresh at brynmawr dot edu



Teaching Assistants

Office hours: Sunday – Thursday 6-10 PM EST (Park 231)

All of them have taken CS 113, and other CS courses

Our job is to help you succeed!

Compiling

• Converting java file (.java) to a file that the computer understands (.class, this is called a binary file)

javac filename.java

• Compiler is your friend, will tell you when there are errors

Running

java filename

• Don't include the *.class