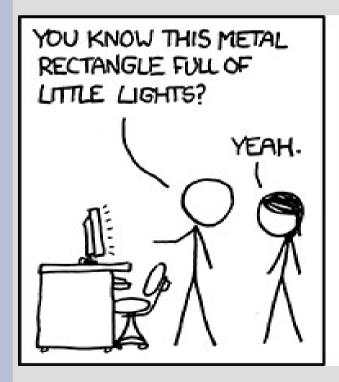
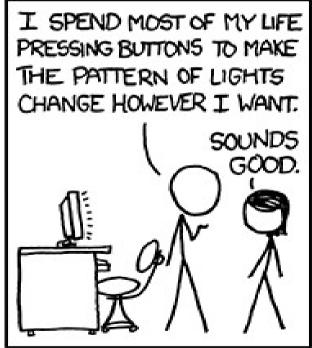
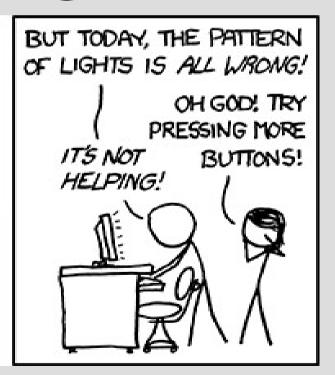
Welcome to CSci 1113

Introduction to C/C++ Programming for Scientists and Engineers



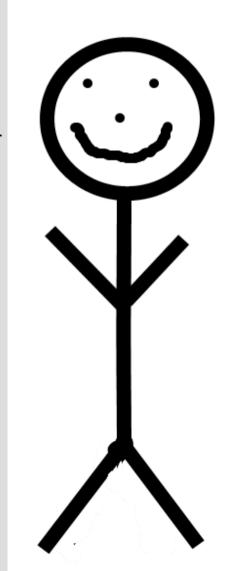




Instructor (me)

James Parker Shepherd Laboratories 391

Primary contact: jparker@cs.umn.edu



TAs

friends

Raunak Manekar, Jiawei Mo, Jackson Benning, Violet Chang, Aaron Duebner, Nicholas Freiter, Nickhil Gupta, Adam Hodapp, Kyle Houser, Aaron Koenigsberg, Michael Markiewicz, AJ Sakher, Guangyu Yan, Tiannan Zhou, Laura Ziegelski

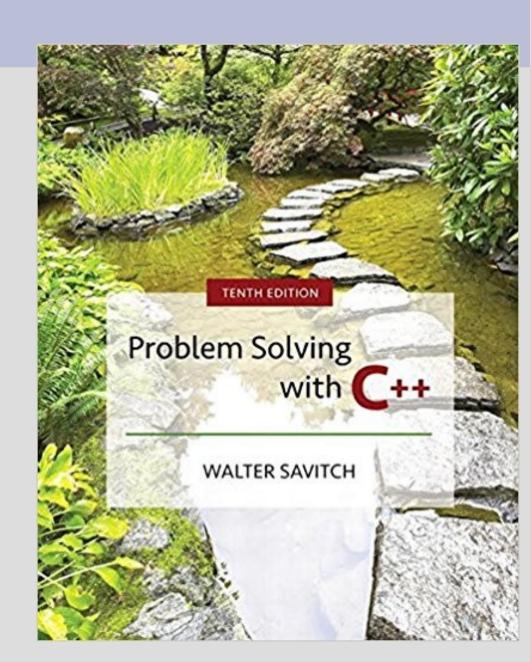
Questions?

Direct questions to:
 Moodle forum discussion
 jparker@cs.umn.edu



Textbook

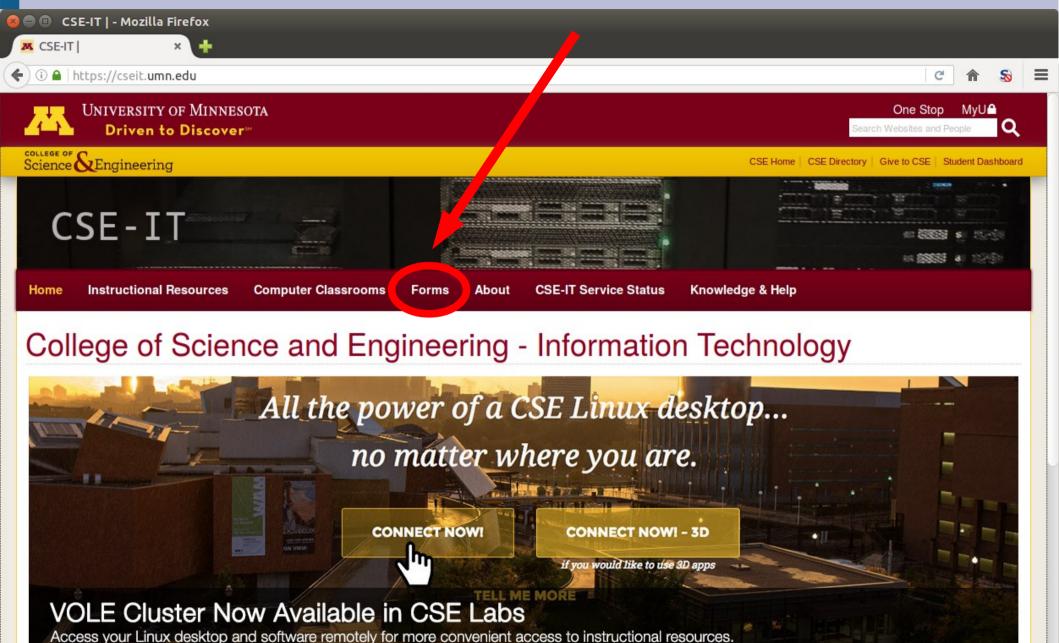
Problem Solving With C++, Walter Savitch, 10th edition

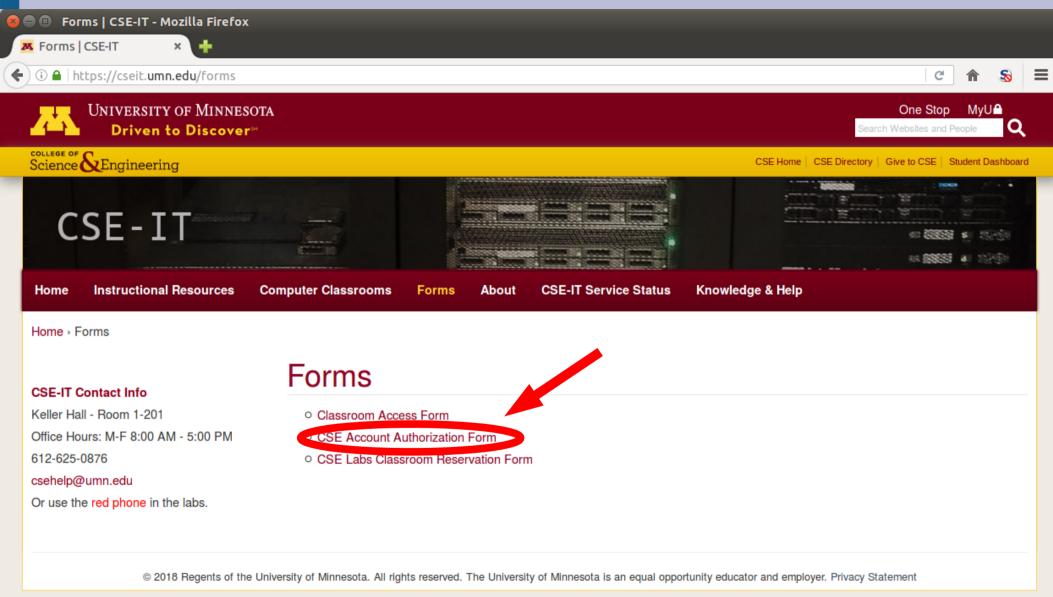


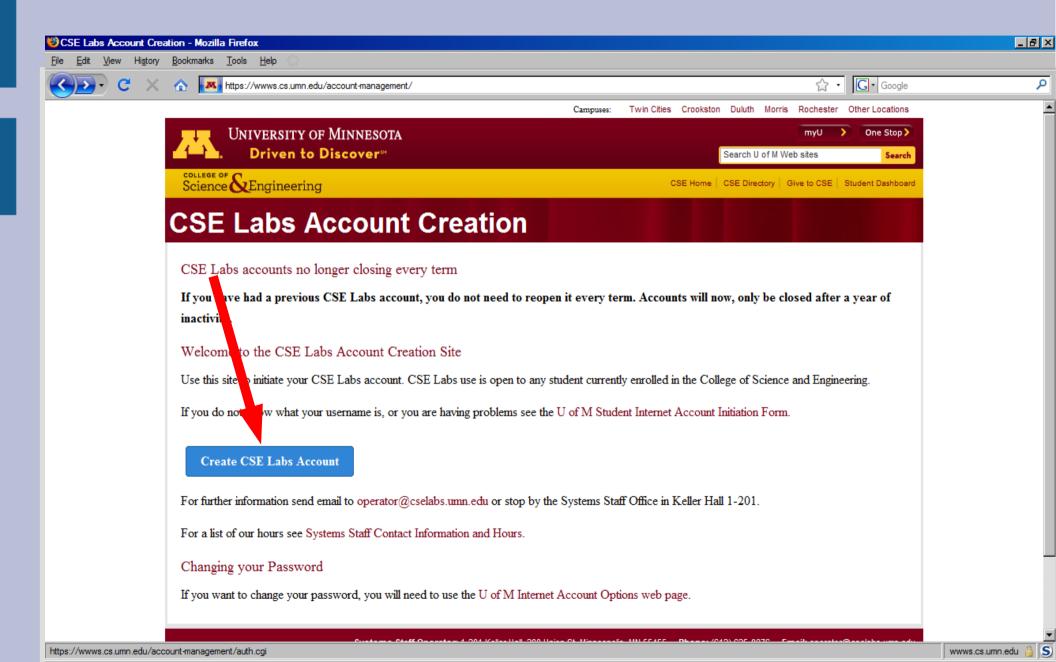
CSELabs account

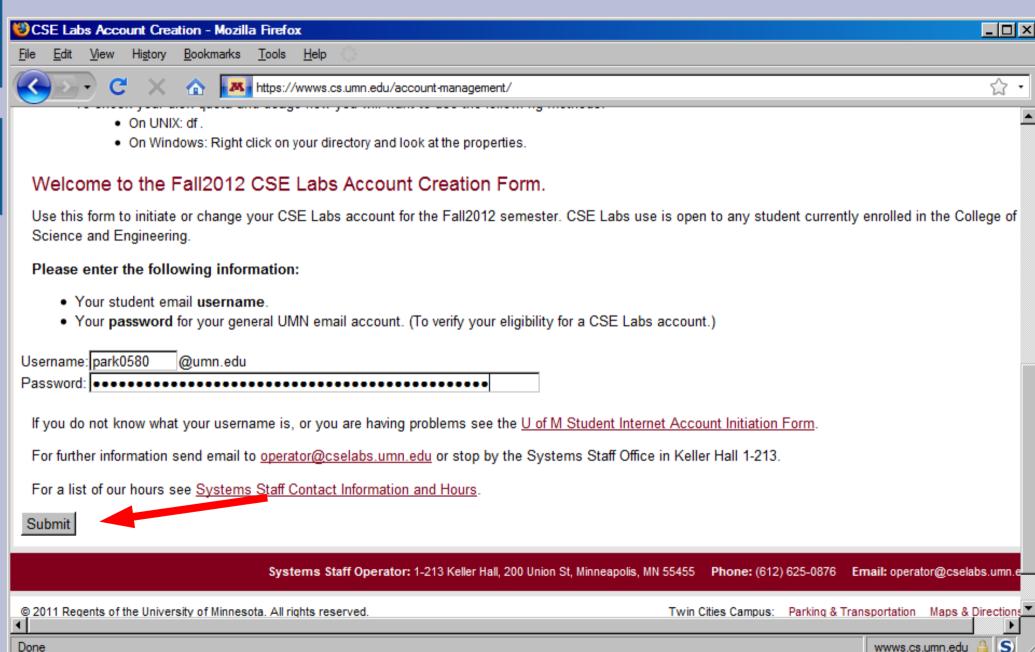
You need a CSELabs account to participate in labs in this course

Lab attendance is mandatory (please make an account!)









CSELabs account

CSELabs account used in lab (first lab ensures account working)

Register ASAP

Problems?
Bug operator@cselabs.umn.edu

Class website

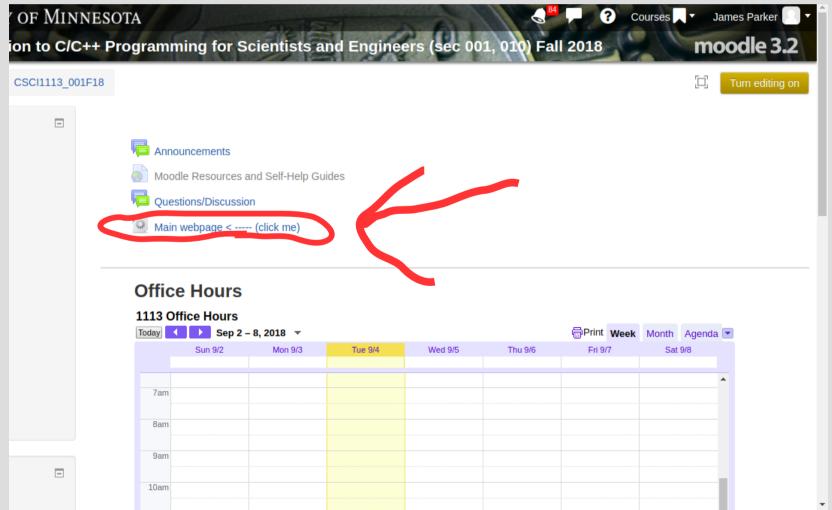
www.cs.umn.edu/academics/classes Or google "umn.edu csci class"

Syllabus, schedule, other goodies

Moodle page will have grades and homework submissions

Class website

Moodle also has a link to the website:



www.cs.umn.edu



Home

Office Hours

Syllabus

Moodle (grades and hw submission)

CSci 1113: C++ Programming

Schedule*

This is an approximate schedule. It will be updated as the class progresses.

Week	Week Of	Topics	Lecture Materials (001)	Lecture Materials (010)	Readings	Exams	Lab	Due
1	4	Introduction, computers, algorithms, programs, compilers		<u>slides</u>	Ch. 1		Unix tutorial (no lab this week)	
2	10	Variables, expressions, assignment, console I/O, predefined functions			Ch. 2, Section 4.2		Lab 1: Basic C++ programs	
3	17	Selection, boolean expressions, if-else, multiway-if, switch			Sections 3.1, 3.2		II ab 2:	HW 0, Wednesday Sept. 19 at 11:00 P.M.
4	24	Iteration, while loops, for loops, loop paradigms			Sections 3.3, 3.4		Lab 3: Iteration	HW 1, Wednesday Sept. 26 at 11:00 P.M.
5		User-defined functions, procedural abstractions	10/3Quiz	10/2Quiz	Ch. 4, 5	1-3.2 (up to	Lab 4: User defined	HW 2, Wednesday Oct. 3 at 11:0

```
15% Labs
30% Homework (due Wednesdays)
 5% Quiz (Oct. 3)
10% Midterm 1 (Oct. 17)
15% Midterm 2 (Nov. 21)
25% Final (Monday Dec. 17, 8:00am
to 10:00am in this room)
```

Each week there will be either a homework due or a test

Homework is due Wednesdays at 11:00 P.M. on Moodle

Late homework is not accepted, but we will drop the lowest one

Labs can be checked off up until a week after the lab

Homework must be coded individually

Don't cheat Really... don't cheat

Homework

Homework will be both a creative and problem solving endeavor:

Lego example
Build a castle with:

- -4 walls enclosing
- -Door
- -At least one tower (higher than wall)



Homev







Exams

All exams will be open book/notes Electronic notes okay (no memorization)

You cannot:

- 1. Use the internet (no typing)
- 2. Compile/run programs
- 3. Talk to or copy from others

Grading scale: 77% C+

93% A 73% C

90% A- 70% C-

87% B+ 67% D+

83% B 60% D

80% B- Below F

Schedule

Ch. 1: Introduction, Programs, Compilers

Ch. 2: Input/Output, Data, Expressions

Ch. 3: Control Flow (if and loops)

Ch. 4, 5: Functions (return values)

Ch. 6: File I/O

Ch. 7, 8: Arrays and Strings

Ch. 9: Pointers and Dynamic Arrays

Ch. 10&11: Classes and Operator Overloading

Ch. 14&15: Recursion & Inheritence

Any questions?

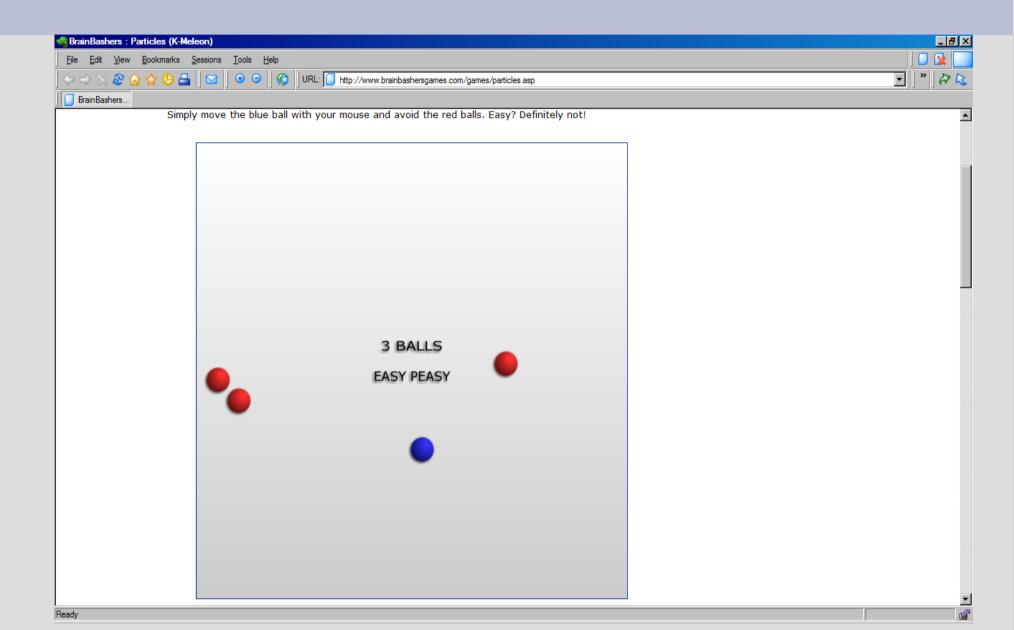
What can I program?

If you can think of an explicit process (of simple steps) to solve your problem, then it can be programed.

Banana Nut Bread

Directions

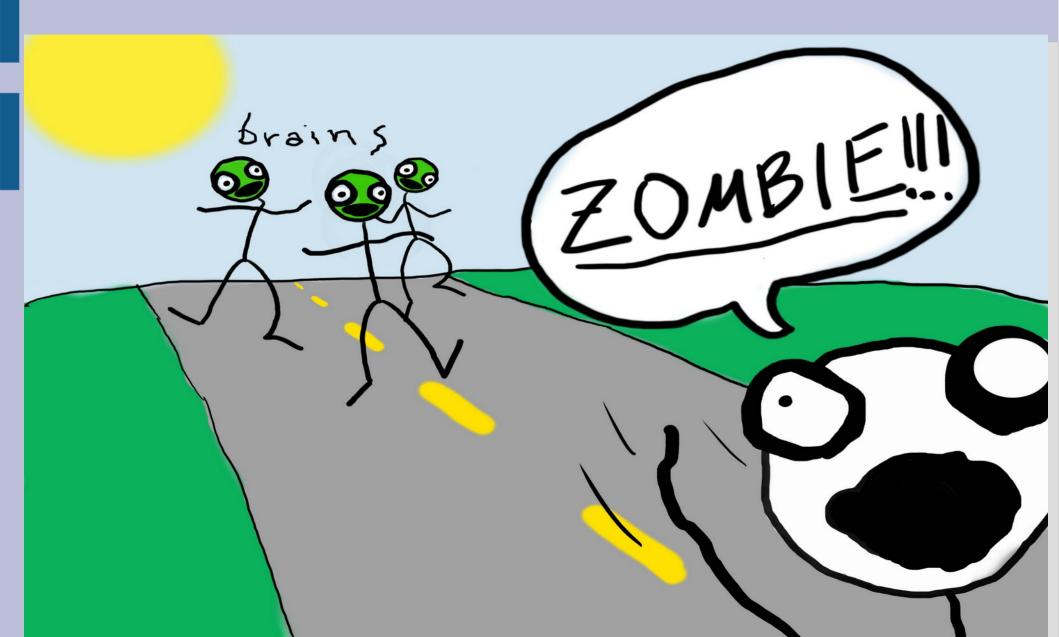
- 1. Preheat the oven to 350°F (175°C).
- 2. Mix butter into the mashed bananas in a large mixing bowl.
- 3. Mix in the sugar, egg, and vanilla.
- 4. Sprinkle the baking soda and salt over the mixture and mix in.
- 5. Add the flour and nuts last, mix.
- 6. Pour mixture into a buttered 4x8 inch loaf pan.
- 7. Bake for 1 hour. Cool on a rack.

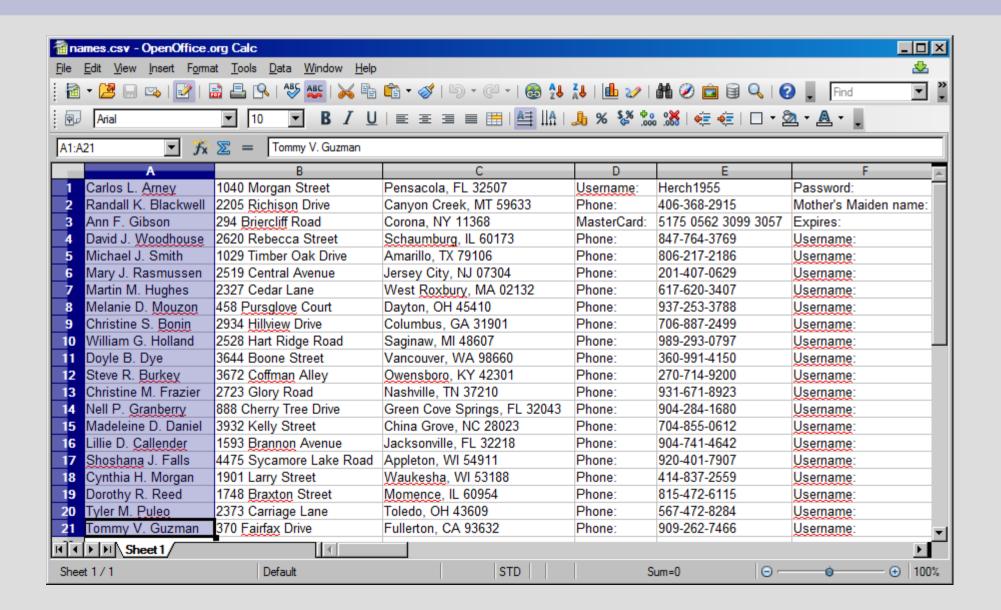


ATMs

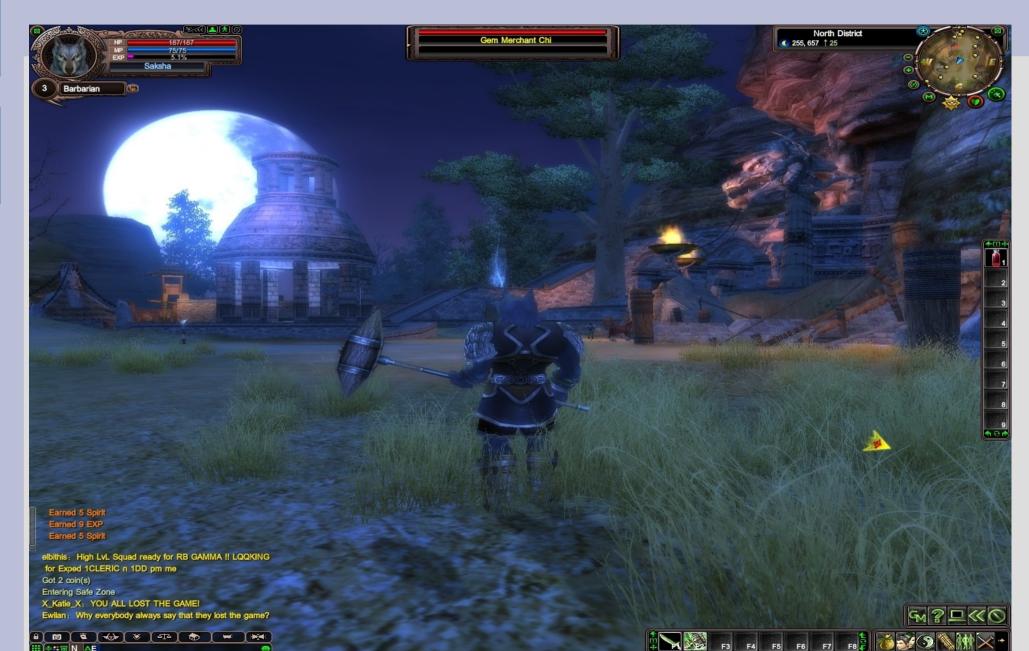
How do you get change for \$18.26 with the least amount of bills and coins?

If you feel like a mindless zombie when you do it a lot, you can probably program it.





Auto leveling?

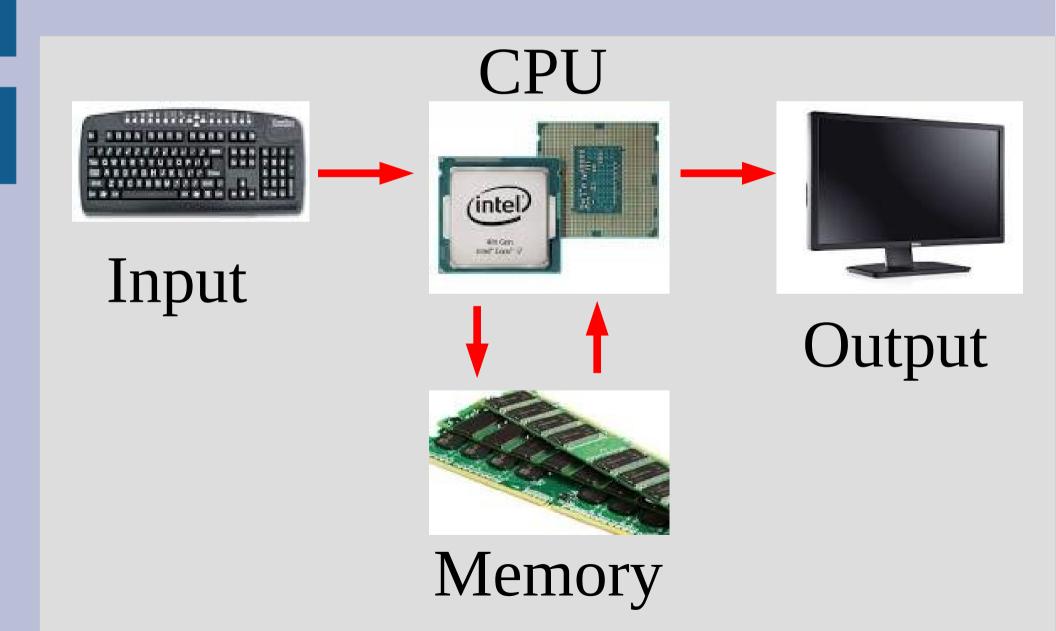


Software vs Hardware

Software - the more intangible code on a computer

Hardware - the physical Parts of the computer

Hardware interaction

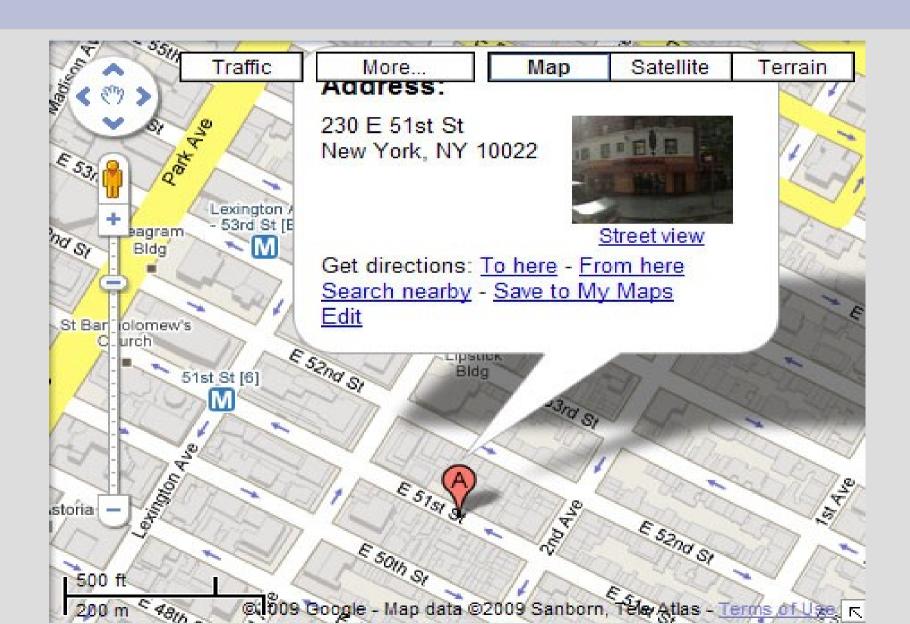


Memory addressing

Data is stored in "addresses" inside the memory

Later in this class, we will use these addresses to manipulate and share data

Memory addressing



OOP - focus on data and how they interact

To make algorithms for OOP, it is often useful to identify the data you are working with and their relationships before programming

Data for...

Banana nut bread?

ATM?

Ball game?

Data for...

Banana nut bread? Ingredients

ATM?

Ball game?

Data for...

Banana nut bread? Ingredients ATM? Ball game?

Dollars & coins

Data for...

Banana nut bread? Ingredients

ATM?

Ball game?

Dollars & coins

Balls & mouse

Data for...

Banana nut bread? Ingredients

ATM? Dollars & coins

Ball game? Balls & mouse

Lots of pixels (tiny color dots)