

61A Lecture 1

Friday, August 26, 2011

Welcome to Berkeley Computer Science!



The Course Staff



John DeNero

The Course Staff



John DeNero



The Course Staff



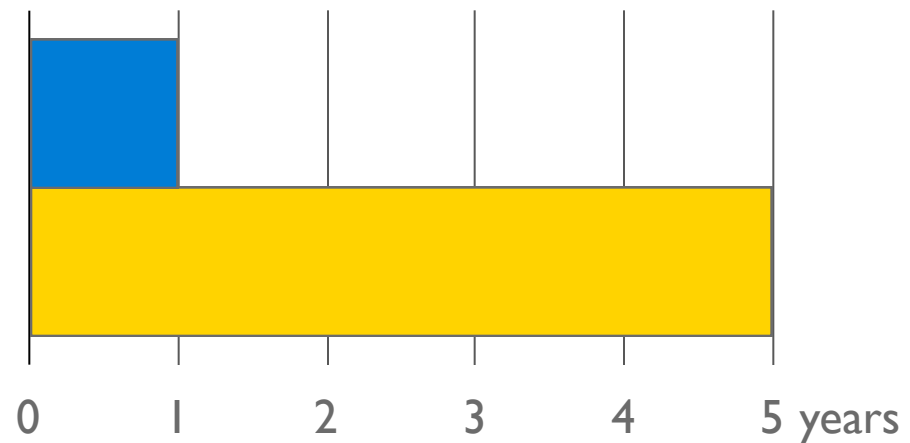
John DeNero



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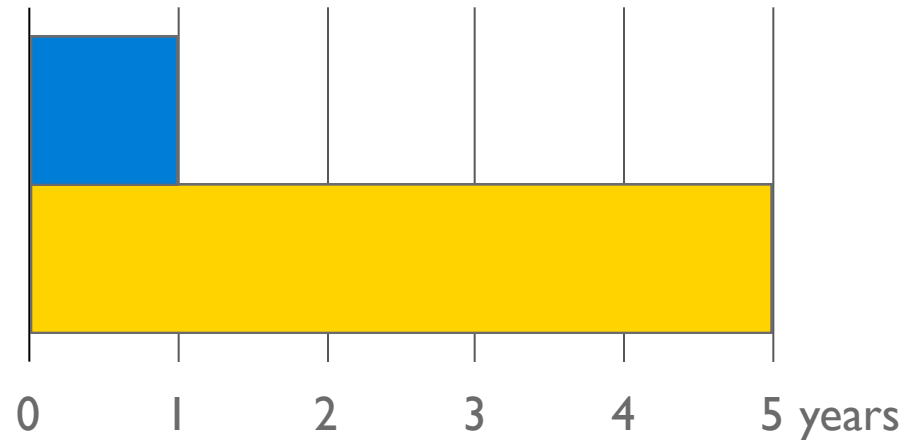
John DeNero



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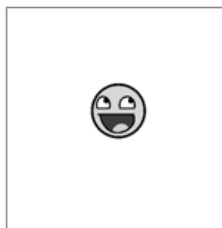
John DeNero



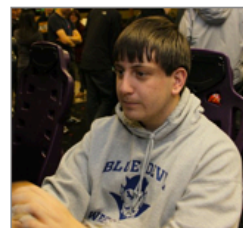
Phillip Carpenter



Eric Kim



Richard Lan



Tom Magrino



Akihiro Matsukawa



Aditi Muralidharan



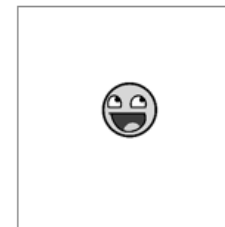
Hamilton Nguyen



Stephanie Rogers



Steven Tang



Eric Tzeng

<http://inst.eecs.berkeley.edu/~cs61a/fa11/www/staff.html>

What is Computer Science?

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Systems

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Artificial Intelligence

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Graphics

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Security

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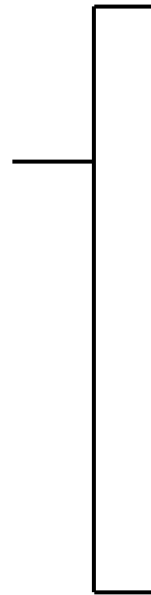
Graphics

Security

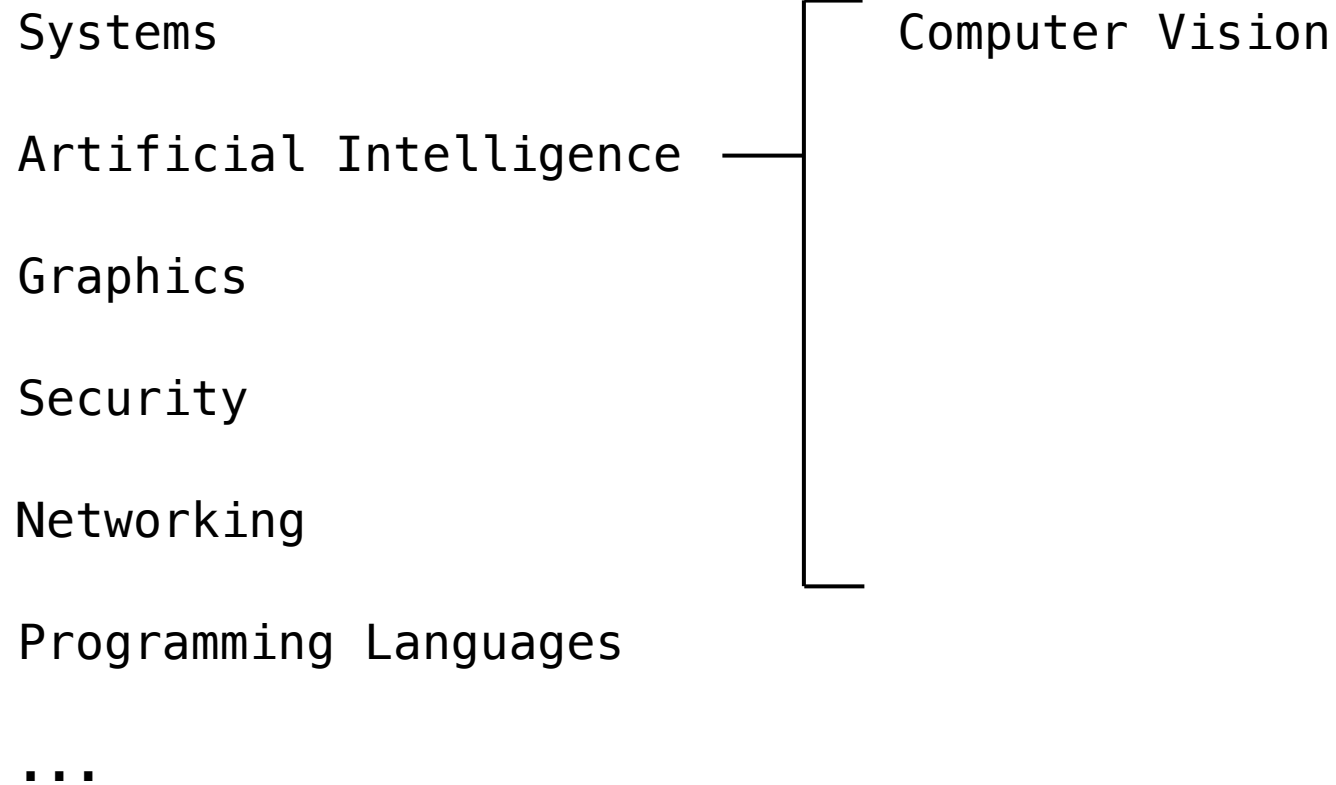
Networking

Programming Languages

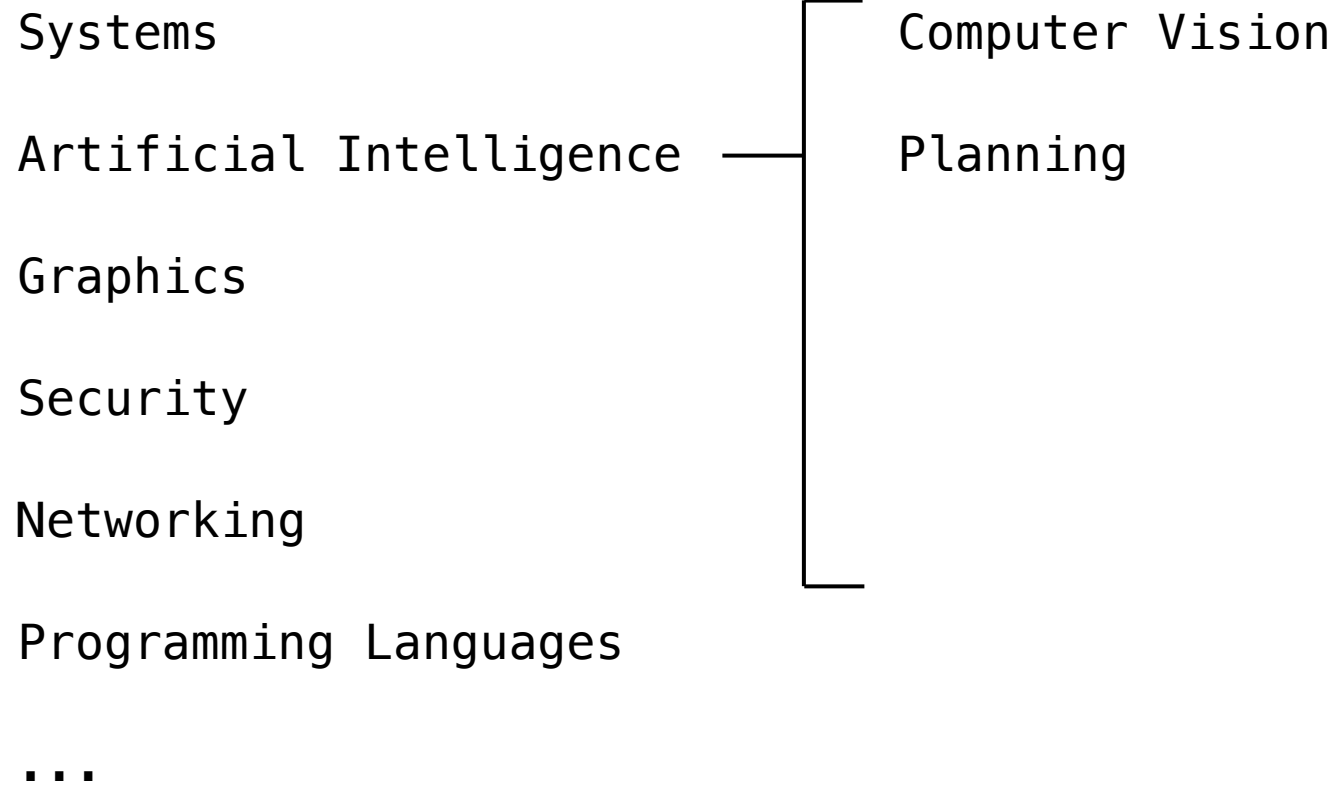
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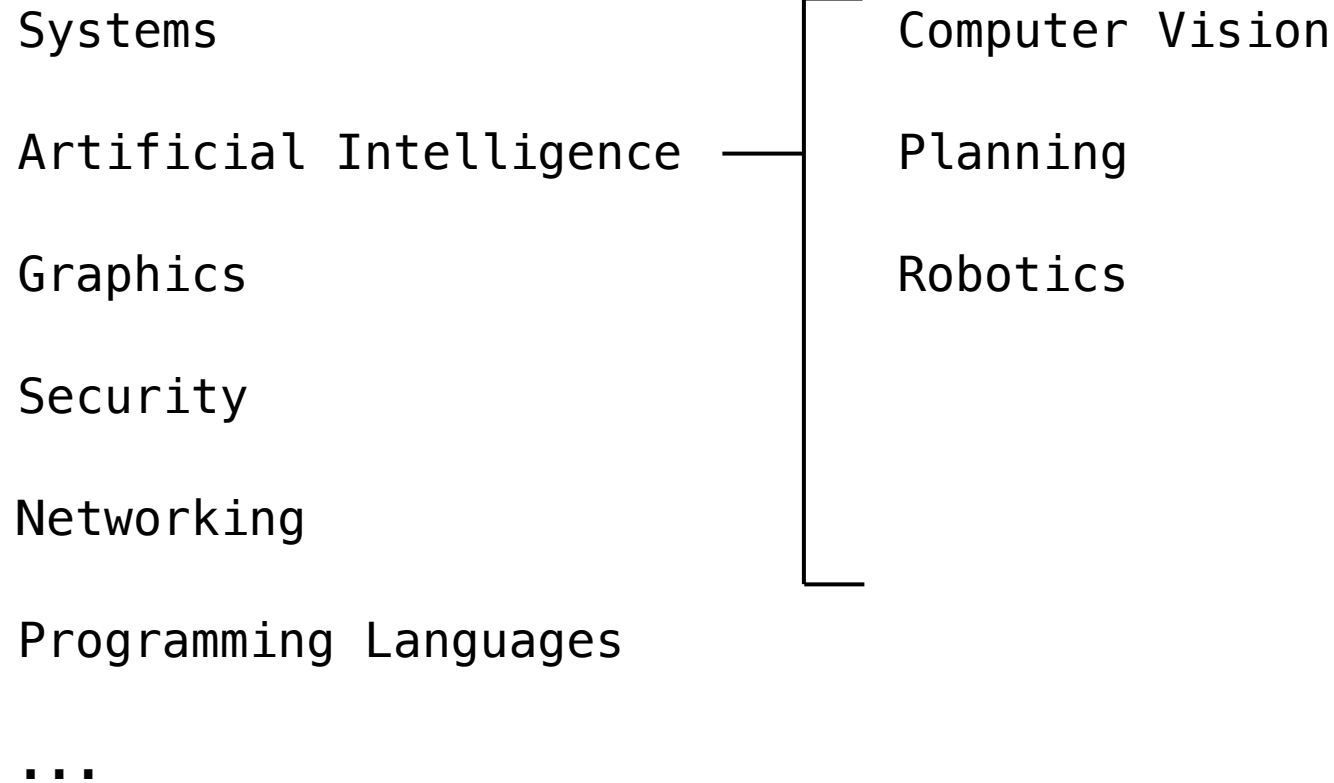
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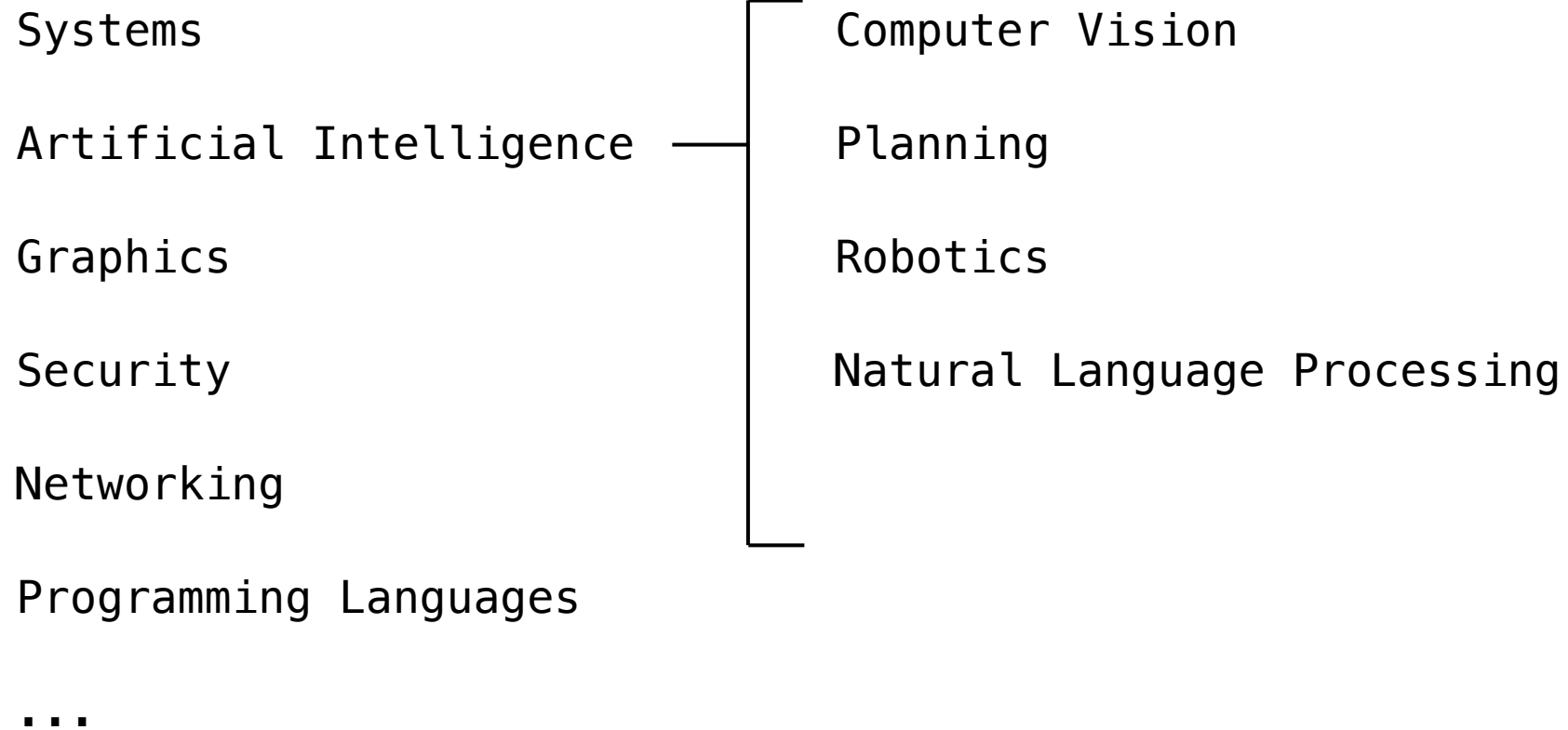
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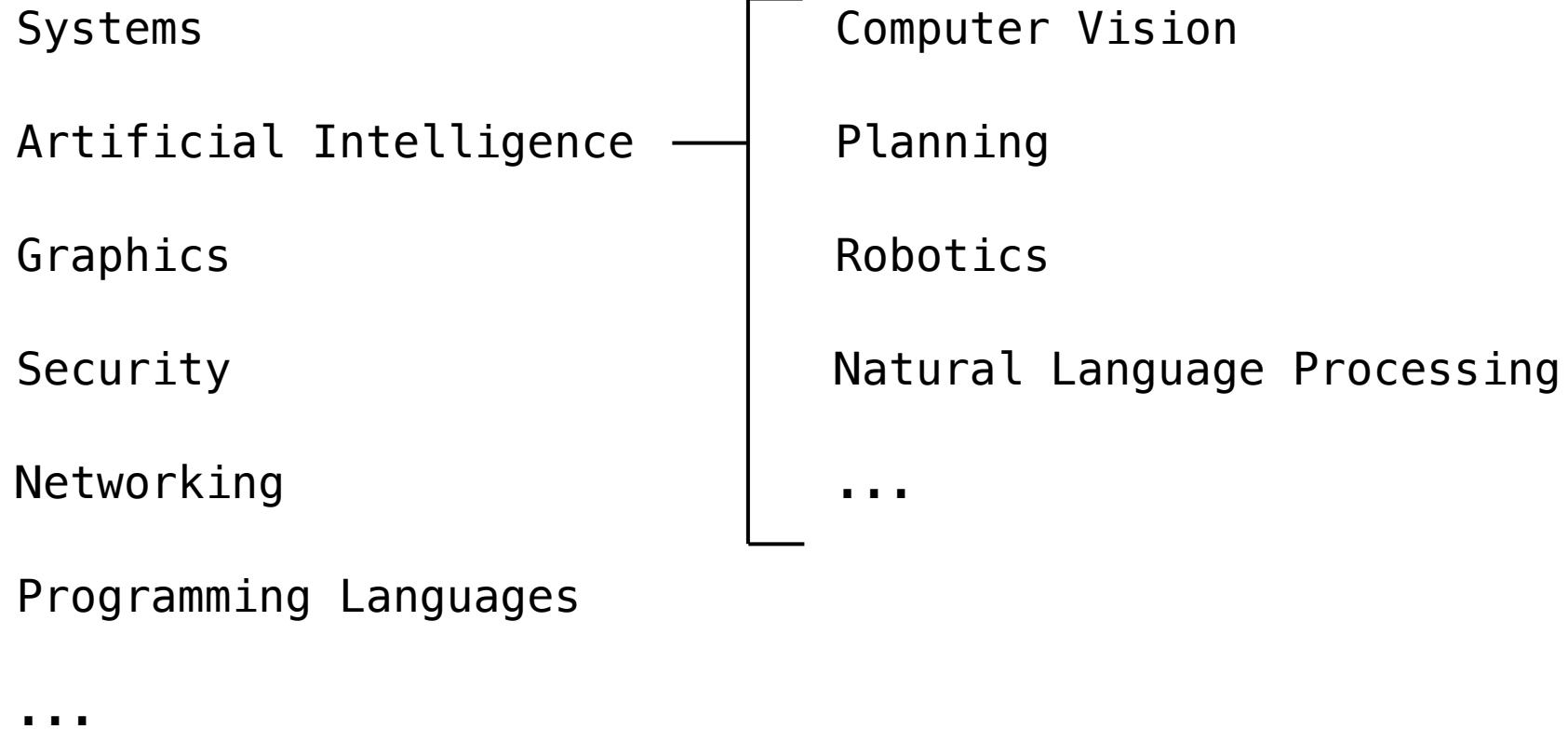
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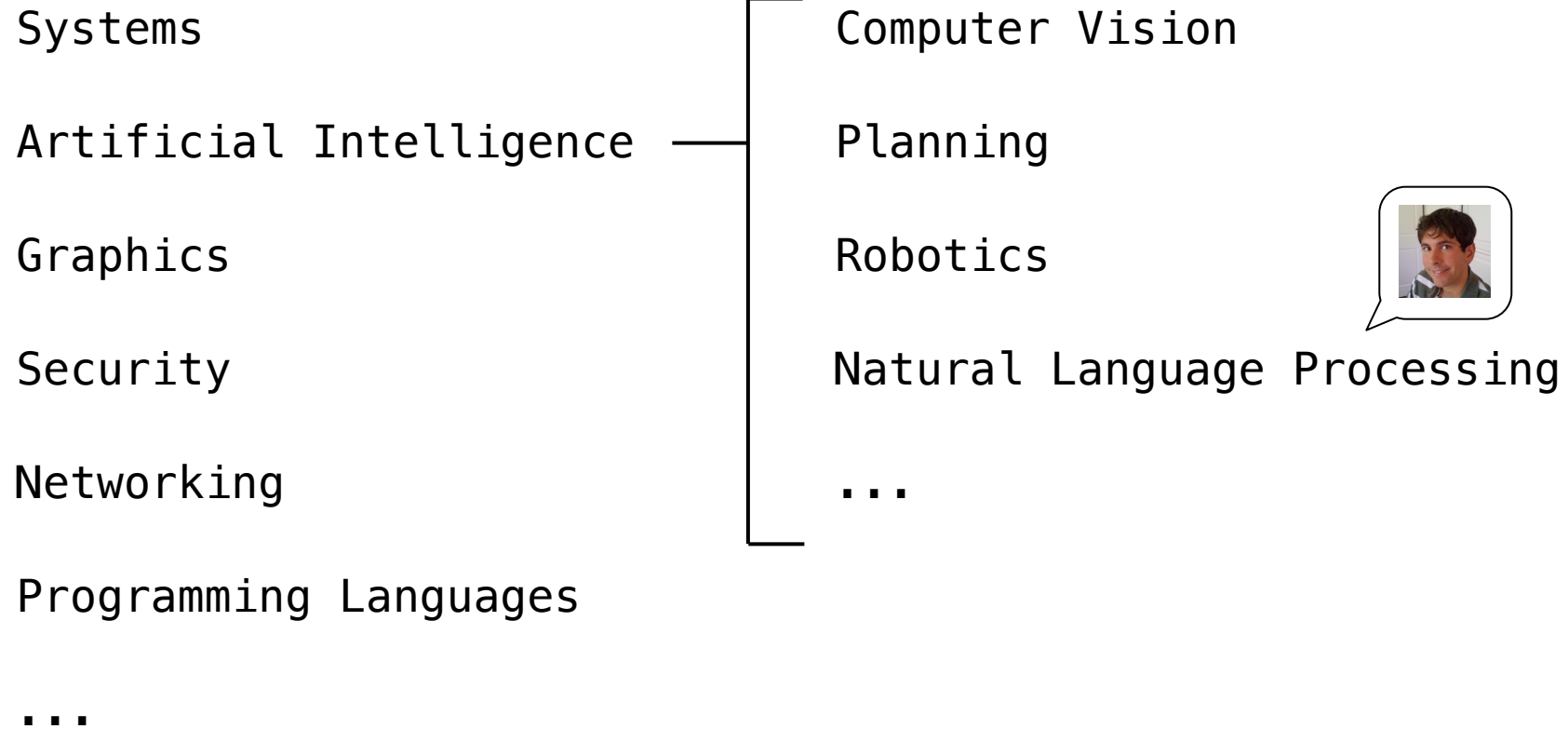
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What is Computer Science?



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Building things

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Engineering, theory, and experimentation

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A battle against complexity

What is Computer Science?

Building things

Engineering, theory, and experimentation

A battle against complexity

Our champion: abstraction

What is 61A?

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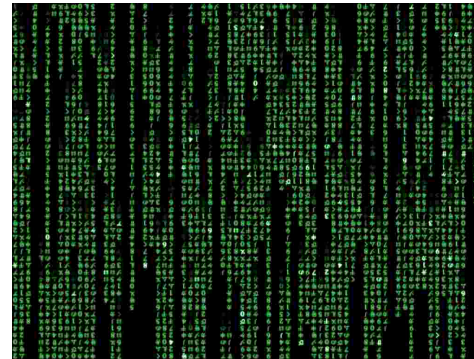
- A course about the art and science of managing complexity

What is 61A?

- A course about the art and science of managing complexity
 - Formalizing abstraction

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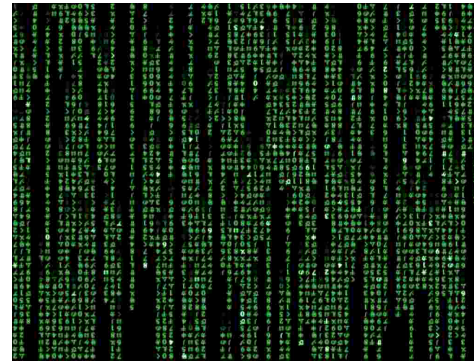
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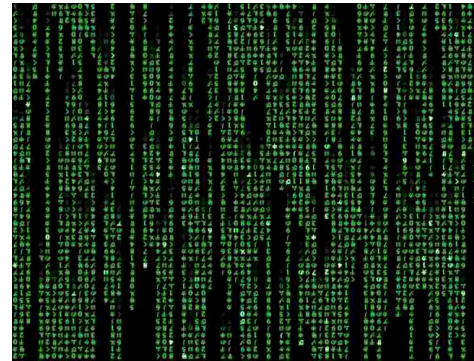


- An introduction to the Python programming language

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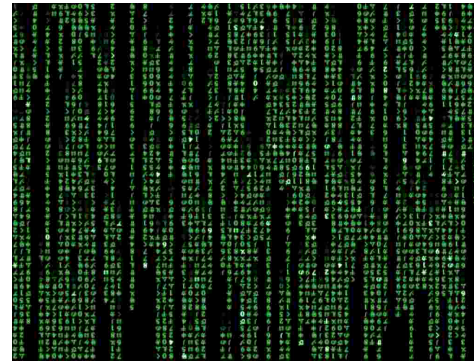


- An introduction to the Python programming language
 - All the features we really need: introduced next week

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- An introduction to the Python programming language
 - All the features we really need: introduced next week
 - Understanding through implementation

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- An introduction to the Python programming language
 - All the features we really need: introduced next week
 - Understanding through implementation
 - Programs that run other programs: meta-evaluation

What is 61A?



Plone Conference. Photo courtesy of Kriszta Szita

What is 61A?

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- An invitation to the software developer community

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 - Computer science is a social discipline

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- An invitation to the software developer community
 - Computer science is a social discipline
 - Learn how to write programs for other people

- An intellectual challenge
 - In computer science, we solve puzzles
 - You too can build complex things

Alternatives to 61A

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CS 10: The Beauty and Joy of Computing

Alternatives to 61A

CS 10: The Beauty and Joy of Computing

CS 61AS

Course Policies

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The purpose of this course is to help you learn

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The staff is here to make you successful

Course Policies

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- Sections & Lab (Meet in 273 Soda next week)

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- Online Materials

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- Assignments & Grading

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 - Two midterms in the evening (100 points total)

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- Online Materials
- Assignments & Grading
 - Two midterms in the evening (100 points total)
 - 7pm–9pm on Mondays, September 19 & October 24

Course Policies

- Sections & Lab (Meet in 273 Soda next week)
- Online Materials
- Assignments & Grading
 - Two midterms in the evening (100 points total)
 - 7pm–9pm on Mondays, September 19 & October 24
 - One final exam (80 points)

Course Policies

- Sections & Lab (Meet in 273 Soda next week)
- Online Materials
- Assignments & Grading
 - Two midterms in the evening (100 points total)
 - 7pm–9pm on Mondays, September 19 & October 24
 - One final exam (80 points)
 - Four projects (90+ points total)

Course Policies

- Sections & Lab (Meet in 273 Soda next week)
- Online Materials
- Assignments & Grading
 - Two midterms in the evening (100 points total)
 - 7pm–9pm on Mondays, September 19 & October 24
 - One final exam (80 points)
 - Four projects (90+ points total)
 - Homework and Participation (30 points total)

Collaboration Policy

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- We want you to discuss everything with each other

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- **EPA:** Effort, participation, and altruism

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The limits of collaboration

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The limits of collaboration

- One simple rule: don't share code

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The limits of collaboration

- One simple rule: don't share code
- Don't misrepresent someone else's work as your own

What's a Programming Language?

