Welcome to Berkeley Computer Science!



61A Lecture 1

Friday, August 30, 2013

The Course Staff



Lab Assistants ensure that you don't get stuck for too long

An Introduction to Computer Science

What is Computer Science?

What problems can be solved using computation, The study of How to solve those problems, and What design choices lead to effective solutions.		
Systems Artificial Intelligence Games Graphics Security Networking Programming Languages Theory Scientific Computing 		

What is This Course About?

- A course about managing complexity
 - Mastering abstraction
 - Programming paradigms
 Not about 1's and 0's



- An introduction to Python
 - All the features we really need: introduced today
 - Understanding through implementation
 - How computers interpret programming languages

• A challenging course that will demand **a lot** of you

What is This Course About?



Plone Conference. Photo courtesy of Kriszta Szita

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Course Logistics and Policies

Alternatives to This Course

CS 61AS: Self-paced 61A

CS 10: The Beauty and Joy of Computing

Course Policies

The purpose of this course is to help you learn

The staff is here to make you successful

All the details are online:

http://inst.eecs.berkeley.edu/~cs61A/fa13/about.html

Collaboration

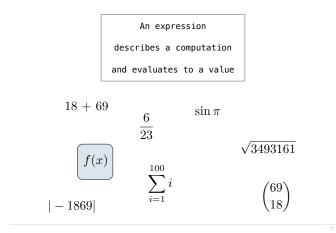
- Discuss everything with each other
- EPA: Effort, participation, and altruism
- Homework can be completed with a partner
- Projects should be completed with a partner
- Find a project partner in your section (if you can)

The limits of collaboration

- One simple rule: Don't share your code, except with partners
- Copying project solutions is a serious offense!
- ${\scriptstyle \circ}$ We really do catch people who violate the rules
 - $\,\,{}^{_\circ}\,\,\mbox{We}$ also know how to search the web for solutions
 - We let computers detect copying for us

Expressions

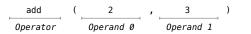
Types of expressions



Call Expressions in Python

All expressions can use function call notation (Demo)

Anatomy of a Call Expression



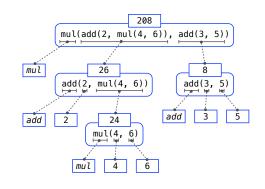
Operators and operands are expressions

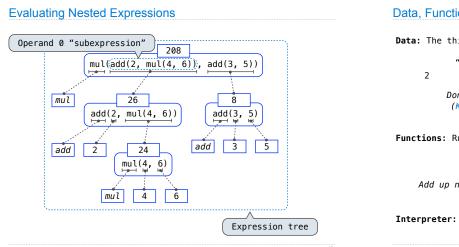
So they evaluate to values

Evaluation procedure for call expressions:

- 1. Evaluate the operator and operand subexpressions
- 2. Apply the function that is the value of the operator subexpression to the arguments that are the values of the operand subexpression

Evaluating Nested Expressions





Data, Functions, and Interpreters

Data: The things that programs fiddle with

"The Art of Computer Programming" 2 Shakespeare's 37 plays Donald Knuth (Ka-NOOTH)

Functions: Rules for manipulating data

Count the words in a line of text

Add up numbers Pronounce someone's name

Interpreter: An implementation of the procedure for evaluation