Welcome to
CS 105
Introduction to Computer Programming (using JavaScript)

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Computer Science Course Sequence

1. CS-105: Intro programming JavaScript and HTML5, currently optional.
2. CS-152: Intro programming Java. More rigorous than 105.
3. CS-251: Intermediate programming Java.
5. CS-241: Data Organization using C.
6. CS 357: Declarative Programming.
7. CS-351: Design of Large Programs.
8. CS-361: Algorithms I.
Blackboard Learn: https://learn.unm.edu/

Class Website: www.cs.unm.edu/~joel/cs105

Assignment: Reading, Watching, Doing and Lab

- Due Thursday, Jan 19 (for class):
  - Watch/Do , KHAN ACADEMY
    - Videos assigned on for week 1 on Website
  - First i-clicker Quiz

- Due Wed, Jan 25 (midnight in Blackboard Learn):
  - Lab 1: I Love to Draw
    Edit the .html file on the class website and attach in Blackboard Learn.

Use JavaScript and HTML5 canvas to draw (using lines, rectangles, and arcs) a few pictoglyphs that together convey some message. You may use cultural pictoglyphs or those of your own invention.
Course Structure

Lecture / Discussion: 2x per week required.
- Tuesday / Thursday 9:30 – 10:45 AM
- i-clicker quizzes
- Bring laptop or sit next to someone with laptop.

Lab Class: 1x per week required.
- Attend as many extra lab classes as you find helpful.
- A schedule of all lab sections is (will be) on website.

Blackboard Learn Discussions:
- Q & A on lab assignments, etc.
- Windows, Mac, Linux specific issues.

Office Hours:
- My Office hours or those of ANY CS-105 Lab instructor.
Course Grading

Each student's final course grade is a weighted average of four component grades (formula is in the syllabus):

- 50% Lab Projects (lowest lab is dropped).
- 10% Quizzes (in class i-clicker).
- 30% Exams (Midterm and Final).

Note: When calculating your course grade, **DO NOT add lab project points to quiz points or to exam points.**

Doing so is like saying: "4 yuan + 6 pesos must equal 10 dollars".

Thus, Blackboard Learn shows the INCORRECT course grade.

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CS-105 is NOT a Hard Course, yet....

Fall 2014: 35.2% Didn’t Pass
Spring 2015: 39.8% Didn’t Pass
Fall 2015: 32.6% Didn’t Pass

✓ Come to class
✓ Keep up with the reading
✓ Keep up with the labs
Despite the economic slowdown of the early 2000s, Computer programmers are likely to remain in high demand in the U.S. for the next decade.

[In 2010] "Women hold only 21% of the baccalaureate or higher information technology jobs, yet this field has the largest number of woman who report being "highly satisfied" in their career."
We will use i-clicker for quizzes in lecture only.

We will use i-clicker every lecture.

Register your i-clicker via Blackboard Learn.

Some classes may require you to register in a different way or with a different ID number (i.e. student number). If so, register again for this class.

It is okay if you have a used i-clicker or are sharing an i-clicker with a friend who needs it for a different class at a different time.

If the i-clicker website requires you to pay an extra re-registration fee, then let me know and after class, with your i-clicker, we can register it locally without the fee.

Forgotten i-clicker?

If you forget your i-clicker or its batteries are dead, you may borrow a class loner i-clicker.

Each loner i-clicker has an animal picture.

If you borrow an i-clicker, to get credit, you must e-mail me on the same day:

- **Subject:** CS-105 borrowed i-clicker
- **Body:** Name, Date, and Animal.

If you have something else to e-mail me on the same day, **send a separate e-mail!!!**
Quiz Question #1:

Do you have your i-clicker?

a) Yes – I am ready to go.

b) I bought one from the bookstore, but forgot it.

c) My dog ate it.

d) No – I did not get one yet.

e) What is an i-clicker anyway?

Quiz: Which Image Does this Code Drawn?

It is okay to use your notes on quizzes.

On the exams, you may bring one 8½×11 page of notes.
Quiz: Which Image Does this Code Drawn?

Center X-axis

Center Y-axis

\text{ellipse}(200, \ 200, \ 300, \ 100); \\
\text{ellipse}(200, \ 200, \ 200, \ 100); \\
\text{ellipse}(200, \ 200, \ 100, \ 100);

(a) (b) (c) (d)

Writing verses Using Software

Authoring a computer program is like writing an essay. NOT like learning to use software such as Photoshop, PowerPoint or League of Legends.

Software, such as Photoshop, is often learned by "click and explore"
Computer Programming Language

A computer programming language is a set of symbols and rules designed for humans to more easily represent computer instructions.

A computer program is a sequence of instructions – like a recipe.

However, in a computer program, the instructions usually contain many branches and loops.

Save, Save As…, and Multiple Media

Whenever you spend an hour or more working on a program, please, create a backup copy with a version number added to the filename.

Whenever you finish working for a few hours, copy your latest backup to a different media.
Quiz: Which Image Does this Code Drawn?

```
rect( 50,  50,  50,  50);
rect(100, 100, 100,  50);
rect(200, 150,  50,  50);
rect(250, 200,  50, 100);
rect(300, 300,  50,  50);
```

(a)  (b)  (c)  (d)

A Computer File is Just a List of 1s & 0s
In the Computer, it is All Just Numbers

- Bach's Sonata No. 5 in F minor
- Owl City's Fireflies
- The motion picture: Shrek Forever After
- Hamlet, Prince of Denmark.
- World of Warcraft

Small Language with Complex Usage

- Programming Languages are much smaller than natural languages.
- However, programming languages are primarily used to express **complex conditional (branching) logic** not found in common uses of natural languages.
- Logic skills (from one programming language or from Philosophy or Mathematics) have strong carryover.
Window into How Computers Think

Easy:
- Using only standard arithmetic operations, it takes a few hours to write a JavaScript program that can solve large systems of differential equations.

Hard:
- Being given a bunch of photographs of everyday life, the world’s most powerful computer running the world’s best artificial intelligence software is currently incapable of deciding this is a photo of a woman walking a dog.

Quiz: Which Image Does this Code Draw?

```
ellipse(100, 100, 100, 100);
ellipse(200, 200, 100, 100);
ellipse(300, 300, 100, 100);
```

(a) (b) (c) (d)