

## Welcome to CS 61A

## About the Course



### Parts of the Course

**Lecture:** Videos posted to [cs61a.org](http://cs61a.org) Sunday, Tuesday, & Thursday @ 5pm  
**Lab:** The most important part of this course (*next week*)  
**Discussion/Tutorials:** The most important part of this course (*this week*)  
**Staff office hours:** The most important part of this course (*next week*)  
**Online textbook:** <http://composingprograms.com>

	Monday	Tuesday	Wednesday	Thursday	Friday
Morning	Lecture Q&A		Lecture Q&A		Lecture Q&A
2pm	Lab Intro	Try the homework	Discussion Intro	Finish the homework	
Later	Finish the lab		Tutorials		Projects are due Fridays

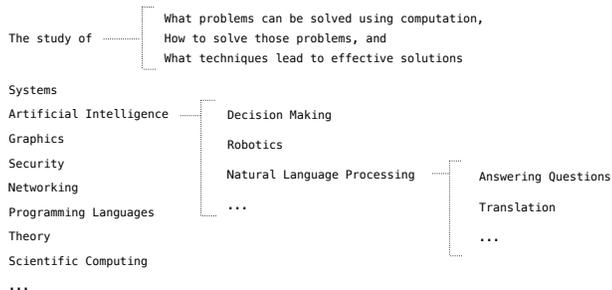
### Asking Questions

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**Piazza:** All staff (private posts) and students (public posts)  
**cs61a@berkeley.edu:** Head TAs and both instructors  
**Lecture Q&A with the instructors:** Monday, Wednesday, & Friday mornings  
**denero@berkeley.edu** or **hfarid@berkeley.edu:** Often the slowest option  
**cs61a.org:** Self-service answers to many questions

## An Introduction to Computer Science

### What is Computer Science?



### What is This Course About?

A course about managing complexity

Mastering abstraction

Programming paradigms

An introduction to programming

Full understanding of Python fundamentals

Combining multiple ideas in large projects

How computers interpret programming languages

Different types of languages: Scheme & SQL

A challenging course that will demand a lot of you



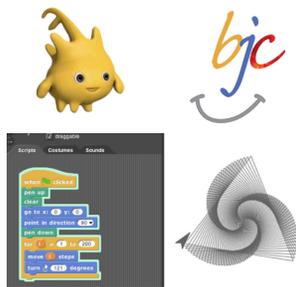
## CS 10: The Beauty and Joy of Computing

Designed for students without prior experience

A programming environment created by Berkeley, now used in courses around the world and online

An introduction to fundamentals (& Python) that sets students up for success in CS 61A

More info: <http://cs10.org/>



## Course Policies

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# Learning Community Course Staff

Details...

<https://cs61a.org/articles/about.html>

## Collaboration

### Asking questions is highly encouraged

- Discuss everything with each other; learn from your fellow students!
- Some projects can be completed with a partner
- Choose a partner from your discussion section

### The limits of collaboration

- Please don't look at someone else's code!  
Exceptions: lab, your project partner, or **after** you already solved the problem
- Please don't tell other people the answers! You can point them to what is wrong and describe how to fix it, but don't tell them what to type, and don't type for them
- Copying project solutions causes people to fail the course
- We really do catch people who violate the rules, and we're getting better at it.

### Build good habits now

## Functions, Values, Objects, Interpreters, and Data

(Demo)

## What happens next?

- Tutorials will meet today, starting now: [tutorials.cs61a.org](http://tutorials.cs61a.org)
- Watch Friday lecture videos Thursday or Friday (Posted to [cs61a.org](http://cs61a.org) by 5pm Thursday)
- Optional: Lecture Q&A 9:10am Friday (will be recorded)
- Optional: Instructor "Ask Us Anything" session 2:10pm-3pm Friday 8/28 (no recording)
- No lab or discussion until next week
- We're done!