Garfield AP CS A

Introduction

Reality Check

- Is everyone signed up for IB Programming?
- This is NOT an IB class
- Seattle Schools has never had AP CS
- Name change should happen before semester grades out (hopefully)

Computer Science

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- It's still young and hard to describe!
- It is about PROCESS ("how to do things")

Computer Scientists

- Some do research to make computers faster, smaller, cooler, cheaper
- Some make animated flesh look real
- Some never touch computers -- they invent new approaches to solving problems
- Some work on web advertising
- Some create modern art installations

Programming

Brooks, Frederick. The Mythical Man-Month: Essays on Software Engineering. Reading: Addison-Wesley Pub. Co, 1975. Page 7, "Joys of the Craft" chapter

Programming

- Flexible implementation tool

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Programming

- Flexible implementation tool
- Why do it?
  - The sheer joy of making things.
  - The pleasure of making things that are useful to other people.
  - The fascination of fashioning complex puzzle-like objects of interlocking moving parts.
  - The joy of always learning.
  - The delight of working in a tractable medium.

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Computer Science Myths

- Computer scientists eat Cheetos and drink Mountain Dew all day
- Computer scientists can't get jobs
  - Dot-com bubble burst, out-sourcing, etc...
- Students who do well have programmed since they were five

FOR SALE
LYNCHS CAFE

Kayur Patel
UW PhD Candidate
HCI
Jonathan Lester
UW PhD Candidate
Ubicomp
Yaw Anokwa
UW PhD Candidate
ICTD

Katie Neuser
Microsoft SDET

Marty Stepp
UW Lecturer

Travis Kriplean
UW PhD Candidate
Human-Computer Interaction

Ben Weintraub
iPhone Software Engineer

Elena Ursachii
Amazon Software Engineer

Elisa Celis
UW PhD Candidate
Theory

This course is:

- solving tricky problems
- learning fundamentals of programming
- mastering Java syntax
- discovering CS application areas
- writing lots of small programs
- AWESOME

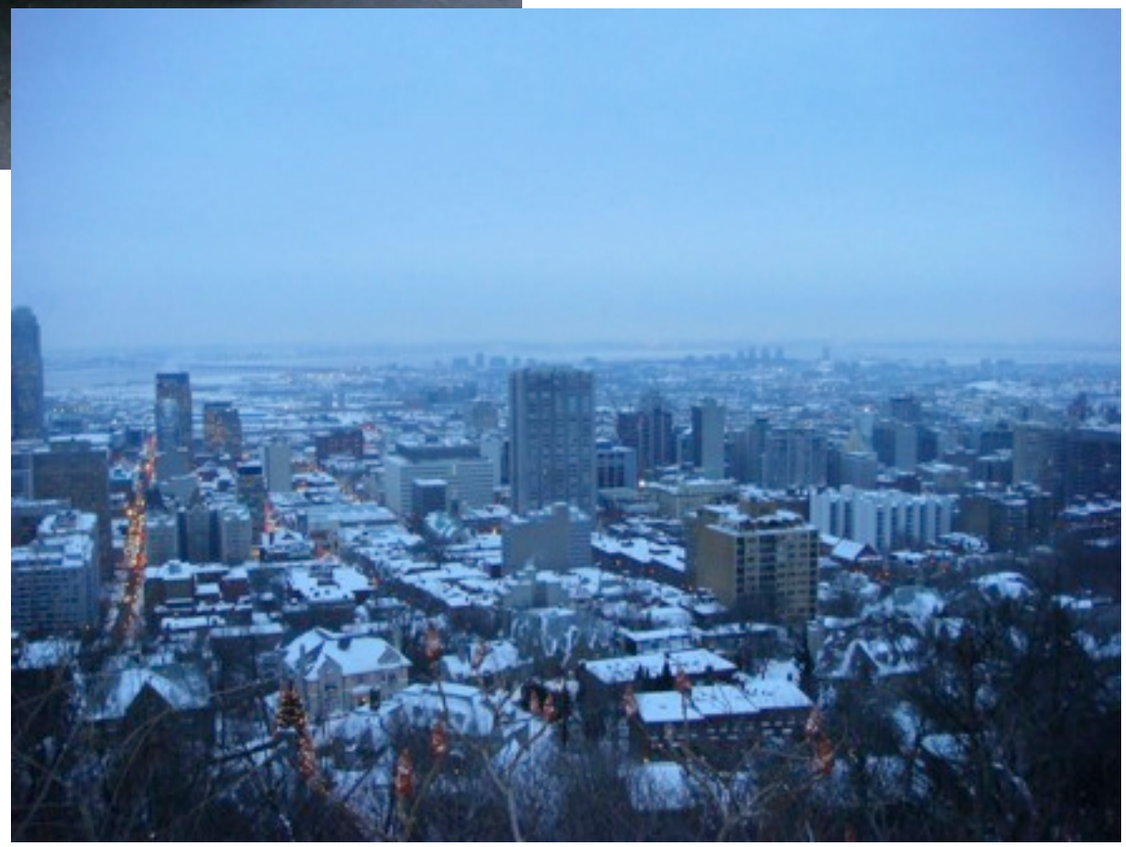
This course is not:

- learning to use computers
- about how much C++ you know
- about how good you are at Half-Life
- socializing time
- for the weak-spirited

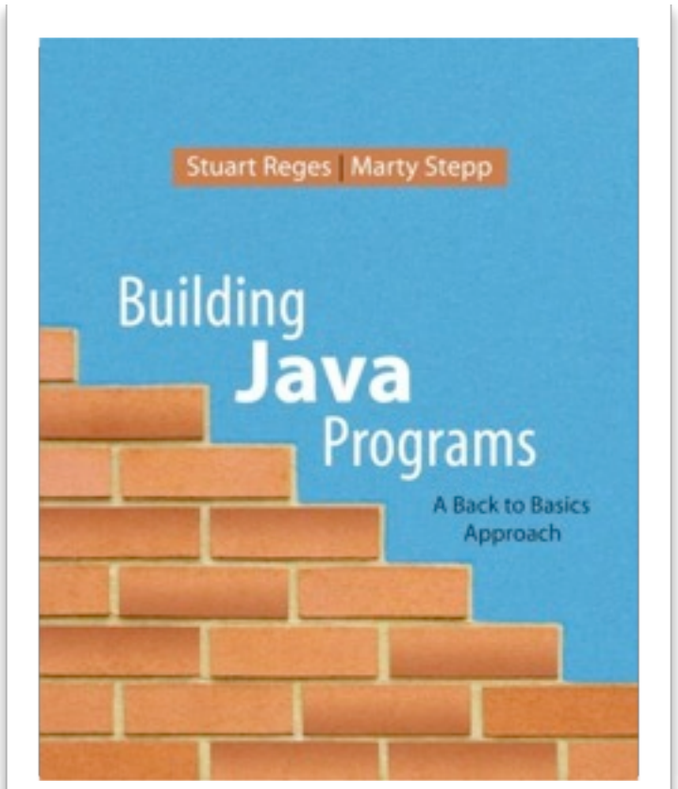
Your instructor: Hélène Martin

- University of Washington graduate
- Computer Scientist
- Linguist
- Tinkerer
- Learner
- Digital Native

Buddy
125



Things I have done



- FIRST Robotics in High School
- Worked IT in UW libraries
- Interned at Microsoft
- UW CSE 142 TA for 3 years
- Edited Building Java Programs
- Worked at a non-profit

Why I am here

- Computer science is fun -- I want to share!
- Love explaining things
- Enjoy the creativity of teaching
- Want to increase diversity in field
- Want more youth to have access to computing careers

Class website

- http://garfieldcs.com
- Where I'll post all assignments
- Will try to make blog post every day

Garfield Computer Science
Because computing is fun, challenging and lucrative

Posts Comments

- Welcome to Garfield CS
- Exploring Computer Scier
  - 2009 Fall Exploring CS
    - Blog
    - Assignments
    - Working at Home
    - Resources
- Creative Computing
  - 2009 Fall Creative Com
    - Blog
    - Working at Home
    - Assignments
    - Resources

2009 AP CS

Mon	Tues	Wed/Thurs	Fri
9/7/2009	9/8/2009	9/9/2009 - **Blog post**	9/11/2009 - **Blog post**
Enjoy **Labor Day** weekend!	No school	Handouts: Syllabus Programs: Hello, World 9/10/2009 - **Blog post**	Programs:

The AP test is in 7 months, 26 days

Find us on Facebook

Anonymous Feedback

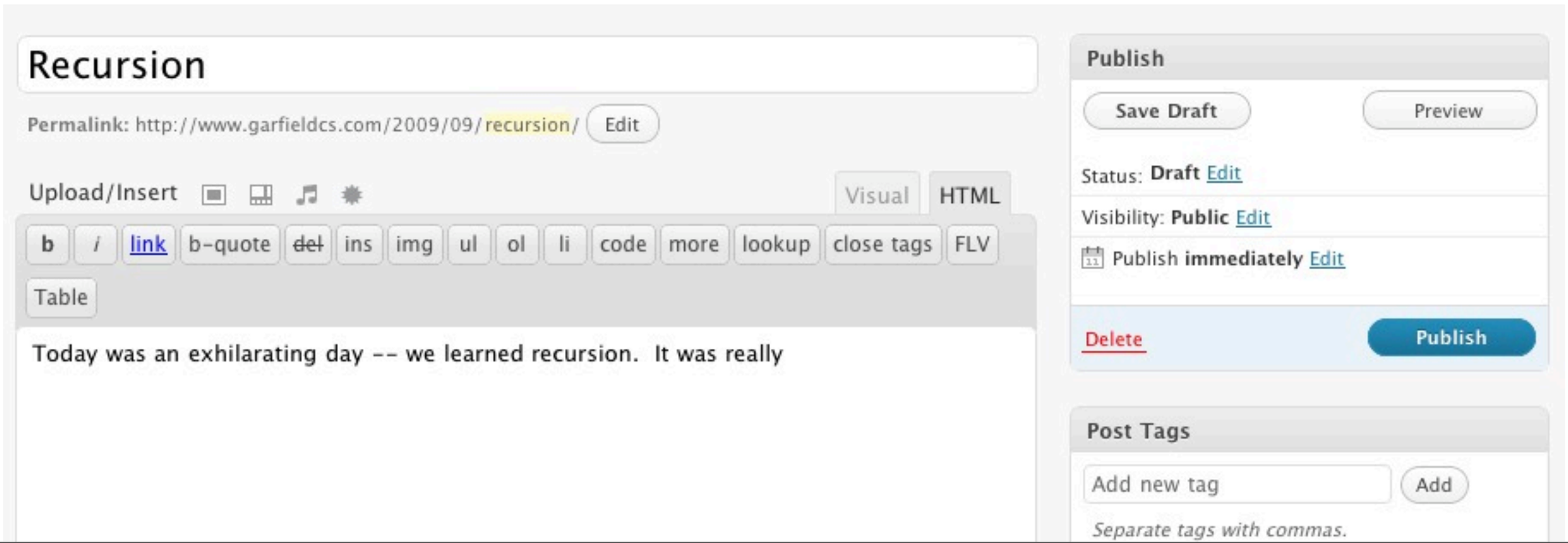
Twitter

Fun online puzzle game tests your programming skills... without it feeling like programming!
http://is.gd/1KKJx
2009/07/24

What are the strange

Blog posts

- Would love help writing these
- Opportunity for you to review the day
- 5 points extra credit each! (4 max)



Grading

- 35% - programming projects, exercises and participation
- 25% - two midterm exams, quizzes
- 25% - final exam
- 15% - final project

AP test

- May 4th
- Mostly 2nd semester topics but we need to build up to them
- I hope not to "teach to the test"
- Will throw in AP questions pretty often

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Homework 0

- Give your guardian their copy of the syllabus and outline
- I'm assuming that you are all mature and know Garfield school rules so I am not having you sign a "contract"

Activity: Sorting

- Goal: sort yourselves alphabetically by first name as quickly as possible
- 10 minutes to decide on a strategy
- Go go go!
- Debrief