

Enrolled or on waitlist?

Welcome to



Not enrolled or on waitlist?

It is unlikely we can add many more seats,
but you can request to join using this link:

<https://shorturl.at/3T48P>

Today's Goals

Introductions

What is the course about?

What are the instructional and workload expectations?

Logistics?

Homework

An introduction to coding (if time)

About me (Dr. Isabella (“Izzi”) Hinks)

- Originally from Apex, NC
- Did my undergrad at UNC!
- PhD @ NC State University
- COMP110 student → UTA → work, grad school... → **Professor**



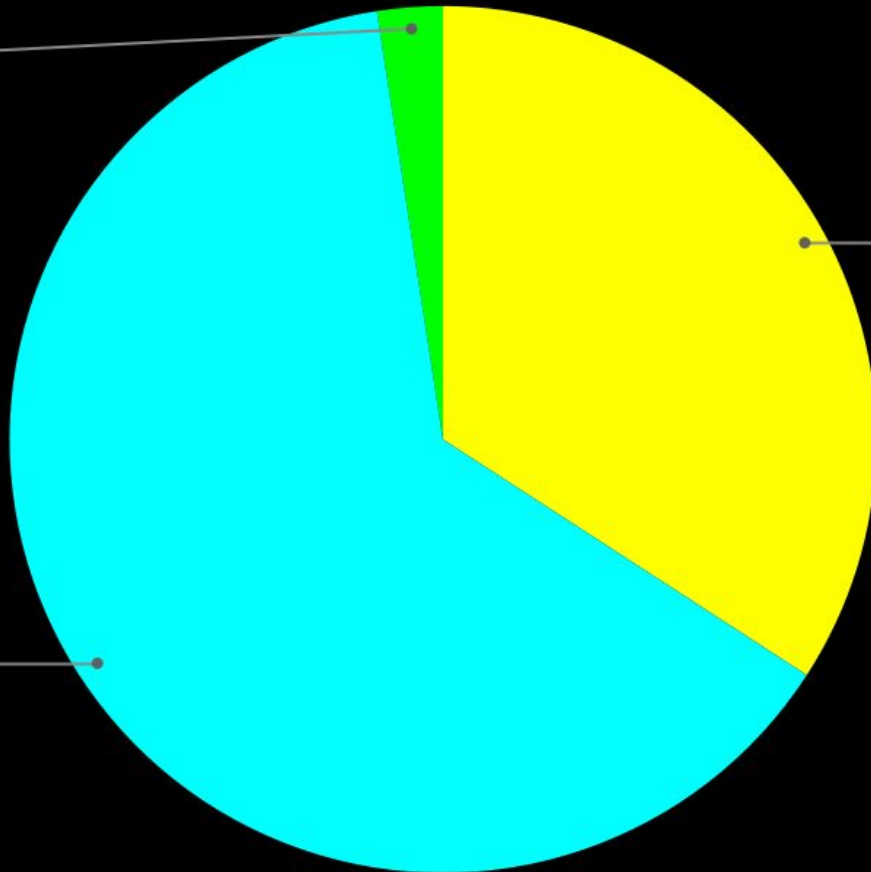
The Real MVPs: Your UTA Team!

- This course would be **impossible** for all of us, if not for them
- THE absolute best UTA team at Carolina. You will ❤️ them
- This team can do it all: they'll help teach you concepts you're struggling with, guide review sessions, create study guides, build exercises, and more
- You will be assigned 2x UTAs who are your personal leads
- Drop-in, in-person office hours will be available to you for over 36 hours per week starting Monday!

TA's coding experience before taking COMP110

A Lot

2.4%



Some

34.1%

Little to None

63.4%

Who else is in **COMP110** with you?

- Be prepared to stand/raise your hand if I call out an affinity group you belong to
- After peers stand, we'll *clap to celebrate their presence in the course!*

Who is a **freshman/sophomore**?

Who else is in **COMP110** with you?

- Be prepared to stand/raise your hand if I call out an affinity group you belong to
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Who is a **junior/senior+**?

Who else is in **COMP110** with you?

- Be prepared to stand/raise your hand if I call out an affinity group you belong to
- After peers stand, we'll *clap to celebrate their presence in the course!*

Who is coming into this course with ***no programming experience?***

Who else is in **COMP110** with you?

- Be prepared to stand/raise your hand if I call out an affinity group you belong to
- After peers stand, we'll *clap to celebrate their presence in the course!*

Who is coming into this course with *a little programming experience?*

Who else is in **COMP110** with you?

- Be prepared to stand/raise your hand if I call out an affinity group you belong to
- After peers stand, we'll *clap to celebrate their presence in the course!*

Who is coming into this course with *a lot of programming experience?*

Who else is in **COMP110** with you?

- Be prepared to stand/raise your hand if I call out an affinity group you belong to
- After peers stand, we'll *clap to celebrate their presence in the course!*

Who **is not** planning to major in computer science?

Who else is in **COMP110** with you?

- Be prepared to stand/raise your hand if I call out an affinity group you belong to
- After peers stand, we'll *clap to celebrate their presence in the course!*

Who ***is*** planning to major in computer science?

Who else is in **COMP110** with you?

- Be prepared to stand/raise your hand if I call out an affinity group you belong to
- After peers stand, we'll *clap to celebrate their presence in the course!*

You are a **capable and diverse group!**

Zero Programming Experience Expected

- This course assumes *no* prior programming experience
 - (But some experience is OK!)
- COMP110 is a ***rigorous*** introduction to programming
 - 3 hours of lecture/lessons per week
 - and ~9 hours of practice/coursework

Course Objectives

- You will learn the **fundamentals of programming**
 - Using common tools and techniques used by software engineers
 - Universal concepts that **apply to nearly all programming languages**
 - You will leave knowing what it feels like to be a programmer
- You will gain practice with **computational thinking**
 - **Thinking algorithmically** while breaking down problems step-by-step
 - Thinking at varying levels of **abstraction** by describing problems & solutions abstractly and precisely
- *Full curriculum linked in syllabus!*

Course Website

<https://comp110-25s.github.io/>

(Syllabus and course agenda on there!)

Grading Breakdown

- 50% - Preparation, Practice, Participation
 - 30% - (EX) Programming Exercises
 - 5% - (RD) 2x Reading Responses
 - 5% - (LS) Async Lesson Responses on Gradescope (Graded for Correctness)
 - 5% - (CQ) In-class Challenge Questions (Graded for Correctness)
 - 5% - (CL) In-class Participation via PollEverywhere (Graded for Completion)
- 50% - Mastery
 - 40% - 5x Quizzes
 - 10% - Final Exam

Quizzes

Quizzes are *in person*, with *pencil and paper*, during your section's lecture time. You are only permitted to be absent for *one quiz*.

NO MAKEUPS unless you have a university-approved excuse!

All dates are on the course website.
For full policies, see syllabus.

CQs, Exercises, + Autograding

- Come to class for CQs, and start exercises EARLY!
- You can re-submit to the autograder without penalty before the due date
- If you do not get full credit, stop and think about what might be causing a test to fail. Try again!
- Be careful to avoid a frustrating loop of "tweak one small thing, resubmit, tweak one small thing, resubmit, ..."
 1. The autograder gives you feedback – see if you can reproduce the error!
 2. If you find yourself stuck in this loop, stop by office hours (SN 008)

Use of AI

- AI tools like ChatGPT can be very useful in programming, but it takes a *trained eye* to use them properly!
- In this class, *you are training your eyes* to learn the fundamentals, so using AI will only hinder your understanding and won't strengthen you as a programmer!
- Considered a violation of the honor code.

Programming is a Practiced Skill

- Like playing an instrument, painting, writing cursive letters, dancing, singing, sports, wood working, quilting, and so on....

Time spent individually practicing is the key to success.

- This is *very different* from courses that are knowledge-based!
- The team and I want you to succeed in learning how to program, so we structure everything we do toward helping you practice individually.
- *Know what every line of your code is doing!*

Computer Scientists are Toolsmiths



“The *programmer*, like the poet,
works only slightly removed from
pure thought-stuff.

(S)he builds castles in the air, from air,
creating by exertion of the imagination.

Few media of creation are
so flexible
so **easy to polish** and **rework**
so **readily capable** [..]”

- Fred Brooks

How do *you* believe programming will be valuable toward achieving *your* personal goals?

Why are you in this course?

Think for a minute, introduce yourself to your neighbor(s) and discuss, then we'll share.

Homework - by tomorrow night!

- Ready Syllabus and Support on Course Page
- Complete Lesson 00 (LS00) on Gradescope
 - Due tomorrow at 11:59pm
- Update your computer's operating system
 - Instructions are posted under the Resources section
- Install required software

Open House: Thursday – Sunday

- Hours
 - 11am – 5 pm (Thurs/Fri)
 - 1 – 5pm (Sun)
- Sitterson Hall (SN) - Go downstairs to SN008
- Get help installing course software!
- Introduce yourself and meet some great people on the team!



Office Hours

- Official Office Hours begin Monday, January 13th
- Hours are on the website
- We use the [CS Experience Labs \(CSXL\) website](#)
- General Rules:
 - Must submit a ticket to be seen
 - Limited to 15 minutes and one specific question per appointment
 - Completely lost? *Try tutoring!*

Tutoring

- Best for longer-form help (> 15 mins) and conceptual questions
- Official days/times will be announced on the course site

Feedback + Help

Feedback is always welcome!

- From “your mic was too quiet” to suggestions on how to improve the course

For questions + help, you can email comp110help@gmail.com
or your two assigned UTAs

Looking forward to the semester!