

## D100: Introduction Programming

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Course homepage:  
<http://www.cs.ucl.ac.uk/teaching/D100>

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## The Course

- Runs for Term1 only (just first half)
- Primarily about learning to program using Java and be able to write small programs.

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## Goal: Learning to Program

- The best way to learn how to program is to write programs!
- So, a large part of the course is based on lab classes.
- Lectures will support and expand but also explore a wider range of subjects.

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## What do you need to know to get started?

- *No previous programming experience* is assumed - we start from the beginning.
- You are assumed to be a bit familiar with using the workstations, because of the Unix introduction course.
- It also helps if you practice your typing skills.

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## Email Registration

Make sure you register on the D100 mailing list.

Send an email to D100-request

Type *join* on the subject line

Only register from a CS dept. machine

- **Check your email daily for changes or announcements**

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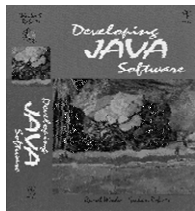
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## The Course Text Book

Winder, R & Roberts, G  
*Developing Java Software*,  
John Wiley & Sons (2000)



- The book contents *are* the lecture notes for this course.
- It also contains the Java language reference you need.

Available at Waterstone's, Foyle's and  
Blackwell's in the Charing Cross Road.

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## Note Taking

- You will get copies of lecture slides, so you don't have to write down everything displayed.
- BUT, do make brief additional notes to help you remember what was said.
- Not everything I say will be on a slide.

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## Lab/Tutorial Groups

- You will be allocated to a lab group of around 10-12 people + a demonstrator.
- Each group has a weekly lab class.
- These are timetabled and you should attend.

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## Which Group?

- The group you will be put in depends on your previous experience and the constraints of your particular timetable.
- Groups will be announced soon (when we know who you all are!)

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### Which labs do you attend?

- With your group you attend *one each* of the timetabled labs per week.
- You don't need to go to all of them!!

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### What happens in a lab class?

- You work on your programming exercises.
- Your demonstrator will be present to:
  - give you help and advice while you program.
  - mark your work.

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### Do you only write programs in the lab class?

- No - you can and should use the lab any time it is not being used for timetabled classes (or use your own PC).
- Lab classes are where you can get direct, "in front of the screen", help.

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### What happens in the D100 tutorials?

- Tutorials are held in various teaching rooms around the department.
- They are for learning about Java programming language and talking about programming.
- Use them to ask questions and get help.

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### Why have labs at all?

Because:

- It is *your responsibility* to learn Java and develop your programming skills but you need proper support.
- Lectures can only give you so much knowledge - the rest has to come from practice and experience.

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### Using your own PC

- You *can* use your own PC for doing programming exercises.
- It is your responsibility to maintain your PC and backup data.
- “My PC is broken” is not an excuse!!  
(The facilities we provide are entirely adequate - owning a PC is useful but not essential.)

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## Where do you get the Java software?

- We use the version of Java called JDK 1.4.2
- The software is available from a number of places, including the web.
- Also, we can loan you a CD containing the software that you can copy to your Windows PC.

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## Short Pause...

Any Questions?

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## Assessment

- The course is assessed by both exam and coursework.
  - The exam counts for 90% of the overall mark.
  - The coursework counts for 10% of the overall mark.
- You must obtain at least 40% on the coursework
- The minimum overall pass mark (exam and coursework combined) is 50%.

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## The Exam

- Held during term 3 - the exam term (May/June).
- Lasts 2½ hours.
- Answer 3 questions from 5.

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## Coursework Exercises

- Exercise sheets will be handed out every 1 or 2 weeks.
- Typically 8-12 questions.
- *Core questions* are compulsory and must be answered if you are to keep up.
- *Additional questions* can be done to push yourself forward.

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## Exercise Marking

- Print out program + cover sheet.
- Fill in cover sheet.
- Binary marking used (OK or not OK).
- Tally of successful answers kept.
- Marked by your demonstrator who will give it back with feedback.

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## Plagiarism

- Copying someone else's work.
- Cheating.

**Don't do it.**

If you get caught the consequences are serious.

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## Short Pause

Any questions?

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## Is this a hard course?

**Yes!**

Well, I would say that...

**BUT I'm not joking.**

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## How do you pass?

- Keep working methodically.
- Keep practising your programming.
- Read the book.
- Don't get lazy.

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## What if you don't pass the course?

- You can try again next year.
- There are *no* summer resits.

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## Don't Panic!<sup>TM</sup>

- We *want* you to pass.
- There are plenty of people to ask for help if the going gets tough - your demonstrator, the lecturers, your tutor, the departmental tutor and others.

You CAN do it.

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