

Introduction To CPSC 203

James Tam

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Administrative (James Tam)

- Contact Information

- Office: ICT 707 
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- Office hours

- Office hours: M 5:15 – 6:00 (Right after Monday's L02), T 4:45 – 5:30 (Right after Tuesday's L03). **If I'm not in my office I may still be in ENE 243 – here!**
- Email: (any time)
- Appointment: email, phone or call
- Drop by for urgent requests (but no guarantee that I will be in if it's outside of my office hours!)



← □ □ My Office

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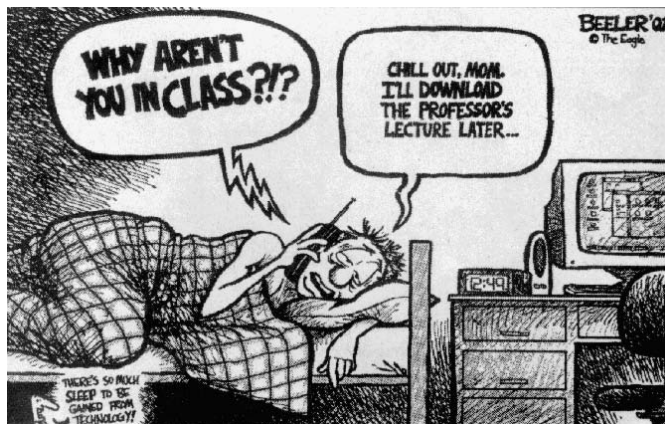
Course Resources

- Course website: <http://pages.cpsc.ucalgary.ca/~tamj/203>
- Course textbook:
 - It's a custom package titled "*Fluence with Info Tech & Custom CIS RVP*" (Publisher: Prentice Hall).
 - It includes chapters from "*Fluency with Information Technology* (3rd Edition)" by Lawrence Snyder and "*Technology in Action* (4th Edition)" by Alan Evans, Kendall Martin and Mary Anne Poatsy.

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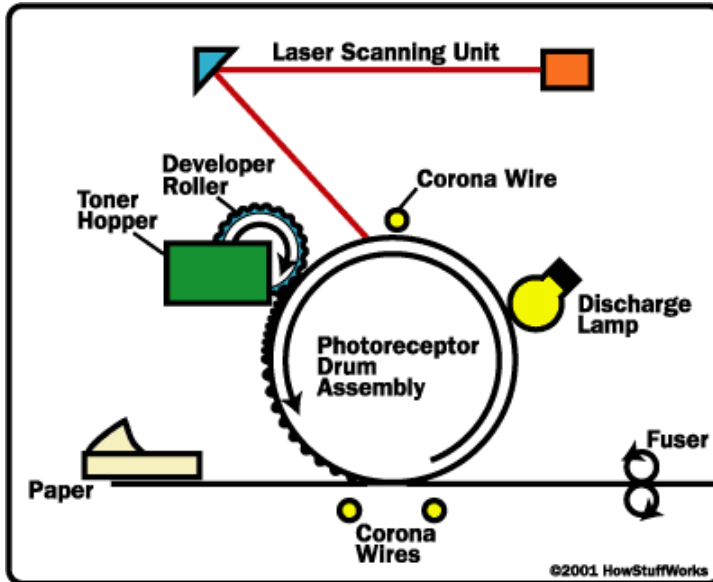
How To Use The Course Resources

- They are provided to support and supplement this class.
- Neither the course notes nor the text book are meant as a substitute for regular class attendance.



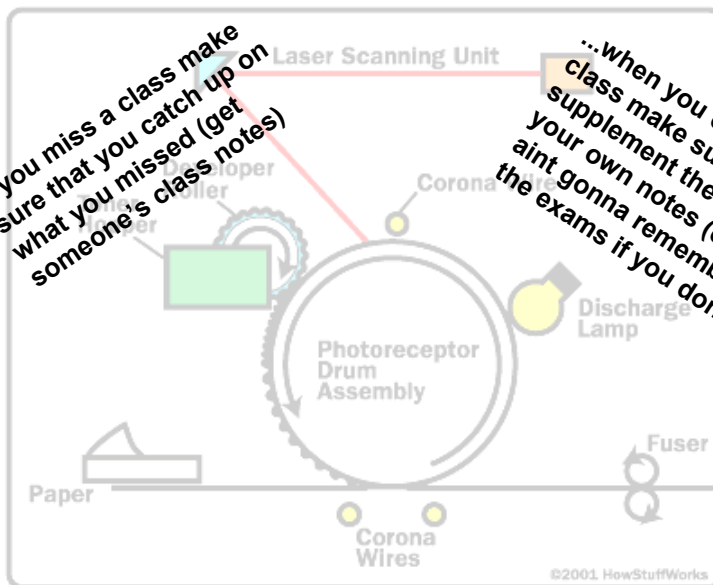
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How To Use The Course Resources (2)



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How To Use The Course Resources (2)



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But Once You've Made An Attempt To Catch Up

- Ask for help if you need it
- There are no dumb questions



Images from "The Simpsons" © Fox

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Is This The Course The One For You?

- Introductory Computer Science courses for non-Computer Science majors (*do not want to get a Computer Science degree*)
 - CPSC 203
 - CPSC 217
- The introductory Computer Science course for Computer Science majors (*do wish to get a Computer Science degree*)
 - CPSC 231

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CPSC 203

- **The focus is on how to *use* computer programs and solve problems using pre-created programs.**
- One important objective is to learn how computers and technology works *from the user's perspective*
 - Issues related to how computers work are largely introduced in the context of using applications.
 - E.g., Why is my computer so slow when I'm editing my movies?
 - E.g., Why did that computer game look and sound so much better on the store computer than on my machine at home?
- Assignments involve *using* popular software to solve problems:
 - Productivity (business) software: MS-Office
 - Fun software: building a web site, making a computerized video etc.

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CPSC 217

- **An introduction to problem solving and *writing* computer programs for students whose major is not Computer Science ('non-techies')**
 - This person will not get a degree in Computer Science.
 - This person will not develop/write software for a living (become a programmer).
 - This person may work with complex specialized software (e.g., running a biological simulation) which may require customization.
- One important objective is to learn how computers and technology works *from the programmer's perspective*
 - Issues related to how computers work are largely introduced in the context of creating applications.
 - E.g., How do I write a program that will let me do my work on a computer?
- Assignments involve *writing* simple programs:
 - Possible examples:
 - Displaying text onscreen
 - Saving and reading information to/from a file
 - (Writing computer programs in the context of other disciplines): Creating a simulation (biological, chemical, economic, business)

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CPSC 231

- **An introduction to problem solving and *writing* computer programs for Computer Science majors**

- This person will get a degree in Computer Science
- This person will likely develop/write software for a living (become a programmer)

A computer geek



- Typically the course is more in-depth and cover more topics than CPSC 217.
- One important objective is to learn how computers and technology works *from the programmer's perspective*
 - Issues related to how computers work are largely introduced in the context of creating applications.
 - E.g., If I write my program one way it will run faster than if I write it another way?

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CPSC 231 (2)

- This may result in having more challenging assignments than the ones in CPSC 217.
 - (Writing computer programs in the context of Computer Science):
 - writing a computer game,
 - doing simple graphics etc.

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Typical 203 Student?

- There isn't one!
- This course is typically taken by students from diverse backgrounds and departments.
- As much as possible the skills and technical knowledge that can be applied to different disciplines.
- Common computer skills coming into the course:
 - You know what a computer is!
 - You've used a computer in some form (e.g., turn on, turn off, open a file etc.)
 - You have experience with the simple features found in commonly used applications (specifically email, web browsers, text editing using a word processor).

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Goals And Objectives For This Course

- Knowledge of how a computer and computer-related technology works (which can be applied to your everyday usage of a computer e.g., when buying or using a computer).
- Problem solving with technology e.g., when and how to apply different tools for solving different types of problems.
- Knowing what is the field of Computer Science and how different areas focus on different types of problems.

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Feedback

