

Welcome to Berkeley Computer Science!



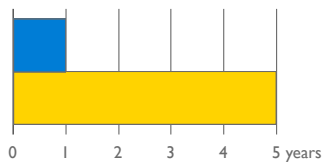
61A Lecture 1

Friday, August 26, 2011

The Course Staff



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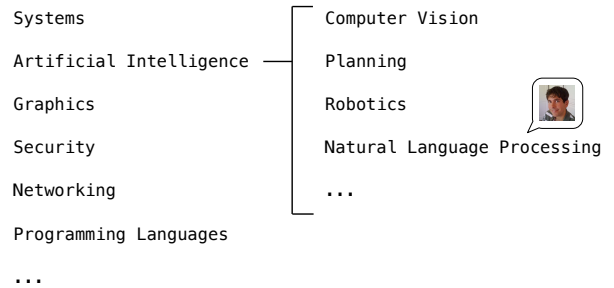
Steven Tang



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<http://inst.eecs.berkeley.edu/~cs61a/fall/www/staff.html>

What is Computer Science?



What is Computer Science?

Building things

Engineering, theory, and experimentation

A battle against complexity

Our champion: abstraction

What is 61A?



What is 61A?

- A course about the art and science of managing complexity
 - Formalizing abstraction
 - Not about 1's and 0's
- An introduction to the Python programming language
 - All the features we really need: introduced next week
 - Understanding through implementation
 - Programs that run other programs: meta-evaluation



What is 61A?



Plane Conference. Photo courtesy of Kriszta Szita

What is 61A?

- An invitation to the software developer community
 - Computer science is a social discipline
 - Learn how to write programs for other people
- An intellectual challenge
 - In computer science, we solve puzzles
 - You too can build complex things

Alternatives to 61A

CS 10: The Beauty and Joy of Computing

CS 61AS

Course Policies

The purpose of this course is to help you learn

The staff is here to make you successful

Course Policies

- Sections & Lab (Meet in 273 Soda next week)
- Online Materials
- Assignments & Grading
 - Two midterms in the evening (100 points total)
 - 7pm–9pm on Mondays, September 19 & October 24
 - One final exam (80 points)
 - Four projects (90+ points total)
 - Homework and Participation (30 points total)

Collaboration Policy

- We want you to discuss everything with each other
- **EPA:** Effort, participation, and altruism
- Find a project partner in your section!

The limits of collaboration

- One simple rule: don't share code
- Don't misrepresent someone else's work as your own

What's a Programming Language?

