Welcome to Berkeley Computer Science!

What is Computer Science?

- Systems
- Artificial Intelligence
- Graphics
- Security
- Networking
- Programming Languages
- Computer Vision
- Planning
- Robotics
- Natural Language Processing
- ...

What is 61A?

Building things

Engineering, theory, and experimentation

A battle against complexity

Our champion: abstraction
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?

- 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?