Welcome to CS61B!

- Get an account form and then register electronically with our software using the "Account Administration" link on the class website:
  
  http://inst.eecs.berkeley.edu/~cs61b

  This is unrelated to TeleBEARS registration.

- After registering, please fill out our background survey.

- If you plan to work from home, try logging in remotely to one of the instructional servers.

- Discussion sections and labs start next week. Go to any sections, labs where you fit.

- We're working on taking care of those on the waiting lists because of full sections, but this won't be resolved before next week.

- We'll be using Piazza for notices, on-line discussions, questions.

- See General Course Information on web page for info on grading, lateness, cheating policy, etc.

- Lectures will be be videotaped.

Texts

- There are two readers currently on-line (see the website).

- I will have paper copies at Vick Copy (not Copy Central), corner of Hearst and Euclid, when I get a count of those who want one.

- You could do without printed versions, except that we don't allow computers in tests (but do allow printed stuff).

- Textbook (for first part of the course only) is Head First Java. It's kind of silly, but has the necessary material.

Course Organization

- You read; we illustrate.

- Labs are important: exercise of programming principles as well as practical dirty details go there. Generally we will give you homework points for doing them.

- Homework is important, but really not graded: use it as you see fit and turn it in! You get points for just putting some reasonable effort into it.

- Individual projects are really important! Expect to learn a lot. Projects are not team efforts (that's for later courses).

- Use of tools is part of the course. Programming takes place in a programming environment:
  
  - Handles editing, debugging, compilation, archiving versions.
  - Here, we keep it simple: Emacs + gjdb + make + svn, (documented in one of the readers and on-line). Eclipse is OK, too.

- Tests are challenging: better to stay on top than to cram.

- Tests, 45%; Projects, 45%; HW, 10%

- Stressed? Tell us!

Programming, not Java

- Here, we learn programming, not Java (or Unix, or Windows, or...)

- Programming principles span many languages
  
  - Look for connections.
  - Syntax (x+y vs. (+ x y)) is superficial.
  - E.g., Java, Python, and Scheme have a lot in common.

- Whether you use GUIs, text interfaces, or embedded systems, important ideas are the same.
For next time

- Please read Chapter 1 of *Head First Java*, plus §1.1-1.9 of the on-line book *A Java Reference*, available on the class website and in the second part of the first reader.

- This is an overview of most of Java’s features.

- We’ll start looking at examples on Monday.

- Always remember the questions that come up when you read something we assign:
  - Who knows? We might have made a mistake.
  - Feel free to ask at the start of lectures, or by email.

Advertisement

- The Berkeley Programming Contest is approaching (September 29).

- We use it as a qualifying trial for the ACM regional contest in November.

- So, if you know any real hotshots (or are one yourself) tell them about this opportunity to show that they have what it takes.

Acronyms of Wisdom

- DBC

- RTFM