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 our instructional servers.

- Discussion sections and labs start next week. Go to any section or lab 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 screencast.
Texts

- There are two readers currently on-line (see the website).
- I will have paper copies at Vick Copy (not Copy Central), corner 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*. Kind of silly, but has the necessary material.
Course Organization

• You read; we illustrate.

• Labs are important: exercise of programming principles 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 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; they 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, ...)

• 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 book A Java Reference, available on the class website and second part of the first reader.

• This is an overview of most of Java's features.

• We'll start looking at examples on Wednesday.

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

DBC

RTFM
Advertisement

- The Berkeley Programming Contest is approaching (September).
- 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 about this opportunity to show that they have what it takes.