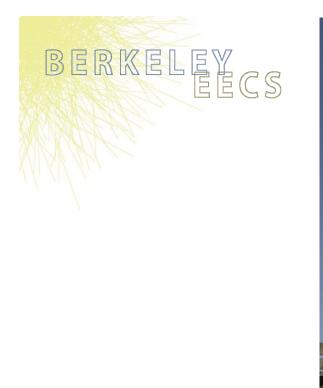
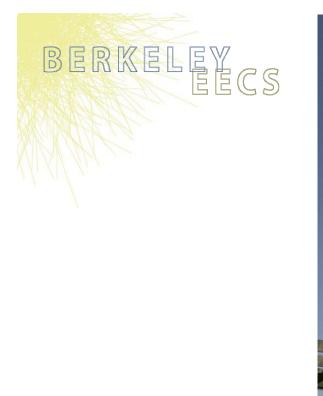
61A Lecture 1

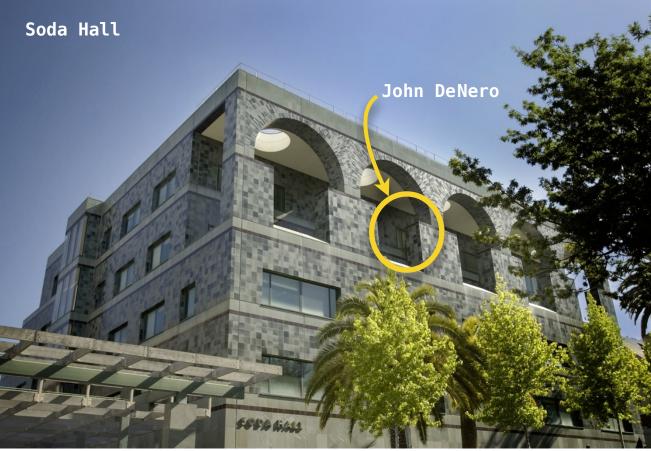
Friday, August 29, 2014









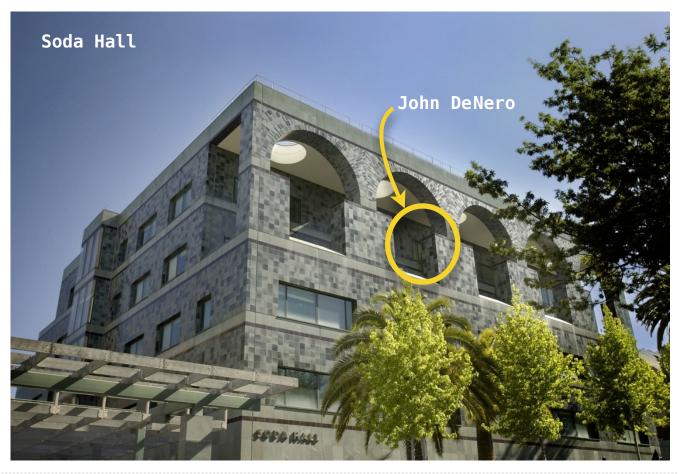




Fall 2014 office hours:

411 Soda Tuesday 12pm-1pm Wednesday 12pm-1pm

781 Soda by appointment
http://denero.org/meet



Teaching Assistants (UGSIs/GSIs) run discussion sections, labs, and office hours.

Teaching Assistants (UGSIs/GSIs) run discussion sections, labs, and office hours.

Brian Hou



Soumya Basu



Joy Jeng



Steven Tang



Matthew Chow





Chloe Lischinsky









Dickson Tsai

Ajeya Cotra



Iris Wang







Albert Wu







Robert Huang

Michelle Hwang

Mehdi Jamei





Sumukh Sridhara



Marvin Zhang







Andrew Huang



Chenyang Yuan



4





Teaching Assistants (UGSIs/GSIs) run discussion sections, labs, and office hours.

Brian Hou



Soumya Basu



Joy Jeng









Matthew Chow

Chloe Lischinsky

Michael Tao

Dickson Tsai

Ajeya Cotra

Kaylee Mann

Iris Wang



Beth Marrone



Albert Wu

Allen Nguyen

Andrew Huang



Youri Park

Chenyang Yuan



Robert Huang



Mehdi Jamei





Sumukh Sridhara



Marvin Zhang

18 Readers are your personal programming mentors.



4





Teaching Assistants (UGSIs/GSIs) run discussion sections, labs, and office hours.

Brian Hou

Beth Marrone



Soumya Basu



Joy Jeng





Steven Tang



Chloe Lischinsky

Matthew Chow

Michael Tao



Kaylee Mann

Ajeya Cotra



Iris Wang



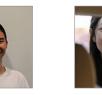






Andrew Huang

Chenyang Yuan



Robert Huang

Youri Park



Mehdi Jamei



Michelle Hwang



Sumukh Sridhara



Jack Qiao

Marvin Zhang

18 Readers are your personal programming mentors.

Over 150 Lab Assistants ensure that you don't get stuck for too long.





Lecture: Videos posted to http://cs61a.org before each live lecture

Lecture: Videos posted to http://cs61a.org before each live lecture

Lab: The most important events in this course

Lecture: Videos posted to <u>http://cs61a.org</u> before each live lecture

Lab: The most important events in this course

Discussion: Also the most important events in this course

Lecture: Videos posted to http://cs61a.org before each live lecture

Lab: The most important events in this course

Discussion: Also the most important events in this course

Office Hours: Also the most important events in this course [11–5 every day in 411 Soda]

Lecture: Videos posted to http://cs61a.org before each live lecture
Lab: The most important events in this course
Discussion: Also the most important events in this course
Office Hours: Also the most important events in this course [11–5 every day in 411 Soda]
Online textbook: http://composingprograms.com

Lecture: Videos posted to <u>http://cs61a.org</u> before each live lecture
Lab: The most important events in this course
Discussion: Also the most important events in this course

Office Hours: Also the most important events in this course [11–5 every day in 411 Soda]

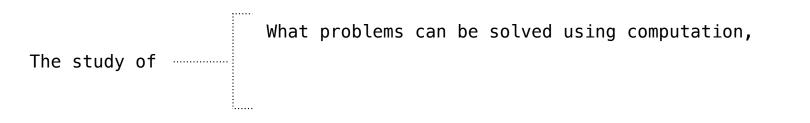
Online textbook: http://composingprograms.com

Weekly homework assignments, three exams, & four programming projects

Lecture: Videos posted to http://cs61a.org before each live lecture
Lab: The most important events in this course
Discussion: Also the most important events in this course
Office Hours: Also the most important events in this course [11–5 every day in 411 Soda]
Online textbook: http://composingprograms.com

Weekly homework assignments, three exams, & four programming projects Many special events An Introduction to Computer Science

The study of



What problems can be solved using computation, The study of How to solve those problems, and

What problems can be solved using computation,The study ofHow to solve those problems, and
What techniques lead to effective solutions.

What problems can be solved using computation, The study of How to solve those problems, and What techniques lead to effective solutions.

Systems

What problems can be solved using computation, The study of How to solve those problems, and What techniques lead to effective solutions.

Systems

Artificial Intelligence

What problems can be solved using computation, The study of How to solve those problems, and What techniques lead to effective solutions.

Systems

Artificial Intelligence

Graphics

What problems can be solved using computation,The study ofHow to solve those problems, and
What techniques lead to effective solutions.

Systems

Artificial Intelligence

Graphics

Security

What problems can be solved using computation,The study ofHow to solve those problems, and
What techniques lead to effective solutions.

Systems

Artificial Intelligence

Graphics

Security

Networking

Programming Languages

Theory

Scientific Computing

. . .

What problems can be solved using computation, The study of How to solve those problems, and				
What techniques lead to effective solutions.				
Systems				
Artificial Intelligence				
Graphics				
Security				
Networking				
Programming Languages				
Theory				
Scientific Computing				
•••				

What problems can be solved using computation, The study of How to solve those problems, and What techniques lead to effective solutions.				
Systems				
Artificial Intelligence Decision Making				
Graphics				
Security				
Networking				
Programming Languages				
Theory				
Scientific Computing				

What problems can be solved using computation, The study of How to solve those problems, and What techniques lead to effective solutions.				
Systems				
Artificial Intelligence Decision Making				
Graphics Robotics				
Security				
Networking				
Programming Languages				
Theory				
Scientific Computing				
•••				

The study of How to	problems can be solved using computation, b solve those problems, and techniques lead to effective solutions.			
Systems				
Artificial Intelligence	Decision Making			
Graphics	Robotics			
Security	Natural Language Processing			
Networking	Naturat Language Processing			
Programming Languages				
Theory				
Scientific Computing				
•••				

The study of How to s	oblems can be solved using computation, solve those problems, and chniques lead to effective solutions.			
Systems				
Artificial Intelligence	Decision Making			
Graphics	Robotics			
Security	Natural Language Processing			
Networking	Naturat Language Processing			
Programming Languages				
Theory				
Scientific Computing				

The study of How to	roblems can be solved using computation, solve those problems, and echniques lead to effective solutions.
Systems	
Artificial Intelligence	Decision Making
Graphics	Robotics
Security	Natural Language Processing
Networking	Naturat Language Frocessing
Programming Languages	••••
Theory	
Scientific Computing	

What problems can be solved using computation, The study of How to solve those problems, and What techniques lead to effective solutions.				
Systems				
Artificial Intelligence	Decision Making			
Graphics	Robotics			
Security	Natural Language Processing	Turneletion		
Networking	Naturat Language Frocessing	Translation		
Programming Languages	•••			
Theory				
Scientific Computing		i		

What is Computer Science?

What problems can be solved using computation, The study of How to solve those problems, and What techniques lead to effective solutions.				
Systems				
Artificial Intelligence	Decision Making			
Graphics	Robotics			
Security	Natural Language Processing	Tururalatian		
Networking	Naturat Language Frocessing	Translation		
Programming Languages	• • •	Answering Questions		
Theory				
Scientific Computing	i			

What is Computer Science?

What problems can be solved using computation, The study of How to solve those problems, and What techniques lead to effective solutions.				
Systems				
Artificial Intelligence	Decision Making			
Graphics	Robotics			
Security	Natural Language Processing	Turnelation		
Networking	Naturat Language Frocessing	Translation		
Programming Languages		Answering Questions		
Theory				
Scientific Computing				

What is Computer Science?

What problems can be solved using computation, The study of How to solve those problems, and What techniques lead to effective solutions.				
Systems				
Artificial Intelligence	Decision Making			
Graphics	Robotics			
Security	Natural Language Processing			
Networking	Naturat Language Frocessing	Translation		
Programming Languages	•••	Answering Questions		
Theory				
Scientific Computing				

• A course about managing complexity

• A course about managing complexity

Mastering abstraction

- A course about managing complexity
 - Mastering abstraction
 - Programming paradigms

- A course about managing complexity
 - Mastering abstraction
 - Programming paradigms
 - Not all about 0's and 1's

- A course about managing complexity
 - Mastering abstraction
 - Programming paradigms
 - Not all about 0's and 1's



- A course about managing complexity
 - Mastering abstraction
 - Programming paradigms
 - Not all about 0's and 1's
- An introduction to Python



e python

• A course about managing complexity

Mastering abstraction

Programming paradigms

Not all about 0's and 1's

• An introduction to Python

• Full understanding of language fundamentals



e python

• A course about managing complexity

Mastering abstraction

Programming paradigms

Not all about 0's and 1's

• An introduction to Python

• Full understanding of language fundamentals

Learning through implementation



e python

- A course about managing complexity
 - Mastering abstraction
 - Programming paradigms
 - Not all about 0's and 1's
- An introduction to Python
 - Full understanding of language fundamentals
 - Learning through implementation
 - How computers interpret programming languages



python

- A course about managing complexity
 - Mastering abstraction
 - Programming paradigms
 - Not all about 0's and 1's
- An introduction to Python
 - Full understanding of language fundamentals
 - Learning through implementation
 - How computers interpret programming languages

• A challenging course that will demand a lot of you



python

Alternatives to This Course

Alternatives to This Course

CS 61AS: Self-Paced 61A

Alternatives to This Course

CS 61AS: Self-Paced 61A

CS 10: The Beauty and Joy of Computing

Learning

Learning

Community

Learning

Community

Course Staff

Learning

Community

Course Staff

Details...

http://cs61a.org/about.html

Asking questions is highly encouraged

• Discuss everything with each other; learn from your fellow students!

- Discuss everything with each other; learn from your fellow students!
- •Homework can be completed with a partner

- Discuss everything with each other; learn from your fellow students!
- •Homework can be completed with a partner
- Projects should be completed with a partner

- Discuss everything with each other; learn from your fellow students!
- •Homework can be completed with a partner
- Projects should be completed with a partner
- Choose a partner from your discussion section

Asking questions is highly encouraged

- Discuss everything with each other; learn from your fellow students!
- •Homework can be completed with a partner
- Projects should be completed with a partner
- Choose a partner from your discussion section

The limits of collaboration

Asking questions is highly encouraged

- Discuss everything with each other; learn from your fellow students!
- •Homework can be completed with a partner
- Projects should be completed with a partner
- Choose a partner from your discussion section

The limits of collaboration

•One simple rule: Don't share your code, except with your partner

Asking questions is highly encouraged

- Discuss everything with each other; learn from your fellow students!
- •Homework can be completed with a partner
- Projects should be completed with a partner
- Choose a partner from your discussion section

The limits of collaboration

- •One simple rule: Don't share your code, except with your partner
- Copying project solutions causes people to fail this course

Asking questions is highly encouraged

- Discuss everything with each other; learn from your fellow students!
- •Homework can be completed with a partner
- Projects should be completed with a partner
- Choose a partner from your discussion section

The limits of collaboration

One simple rule: Don't share your code, except with your partner
Copying project solutions causes people to fail this course
We really do catch people who violate the rules, because...

Asking questions is highly encouraged

- Discuss everything with each other; learn from your fellow students!
- •Homework can be completed with a partner
- Projects should be completed with a partner
- Choose a partner from your discussion section

The limits of collaboration

One simple rule: Don't share your code, except with your partner
Copying project solutions causes people to fail this course
We really do catch people who violate the rules, because...
We also know how to search the web for solutions

Asking questions is highly encouraged

- Discuss everything with each other; learn from your fellow students!
- •Homework can be completed with a partner
- Projects should be completed with a partner
- Choose a partner from your discussion section

The limits of collaboration

- •One simple rule: Don't share your code, except with your partner
- Copying project solutions causes people to fail this course
- •We really do catch people who violate the rules, because...
 - •We also know how to search the web for solutions
 - •We know how to use computers

Asking questions is highly encouraged

- Discuss everything with each other; learn from your fellow students!
- •Homework can be completed with a partner
- Projects should be completed with a partner
- Choose a partner from your discussion section

The limits of collaboration

- •One simple rule: Don't share your code, except with your partner
- Copying project solutions causes people to fail this course
- •We really do catch people who violate the rules, because...
 - •We also know how to search the web for solutions
 - •We know how to use computers

Build good habits now

Expressions

An expression describes a computation and evaluates to a value

An expression describes a computation and evaluates to a value

18 + 69

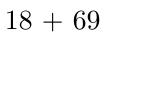
An expression describes a computation and evaluates to a value

 $\frac{6}{23}$

18 + 69

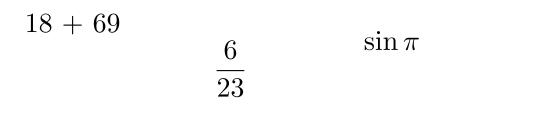
An expression describes a computation and evaluates to a value

 $\frac{6}{23}$



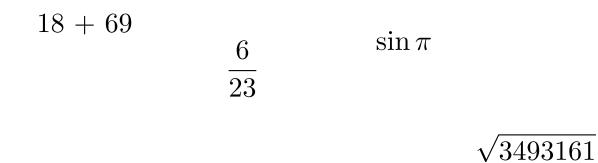
 $\sqrt{3493161}$

An expression describes a computation and evaluates to a value

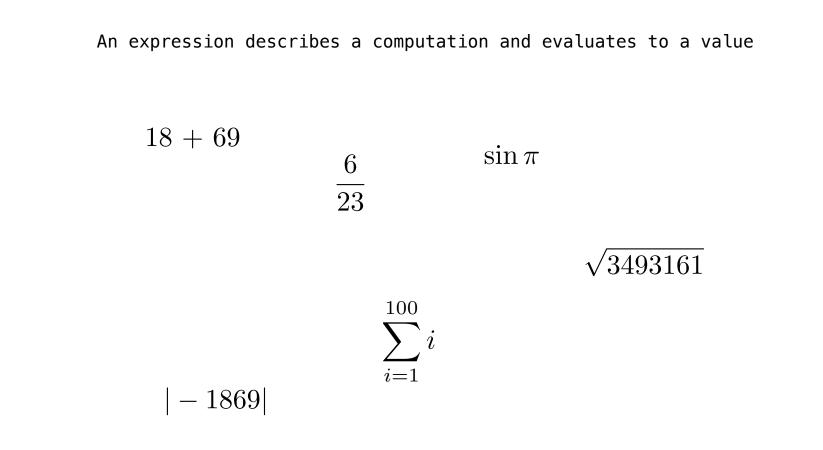


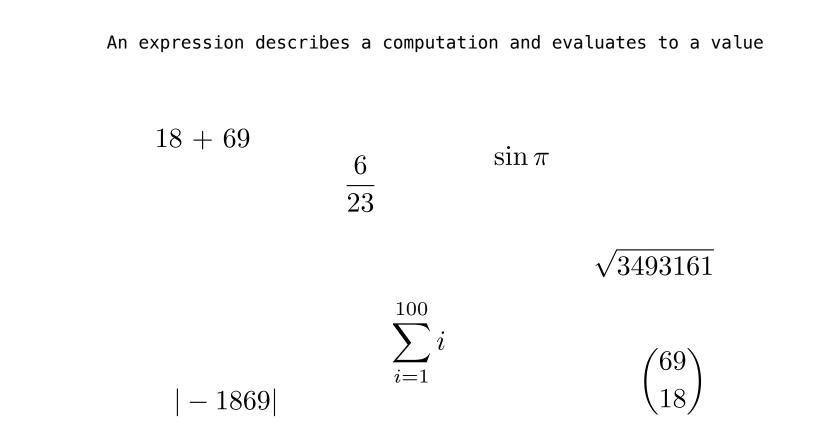
 $\sqrt{3493161}$

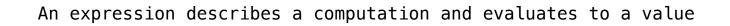
An expression describes a computation and evaluates to a value

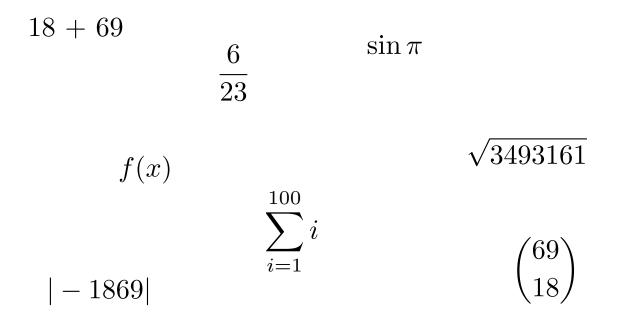


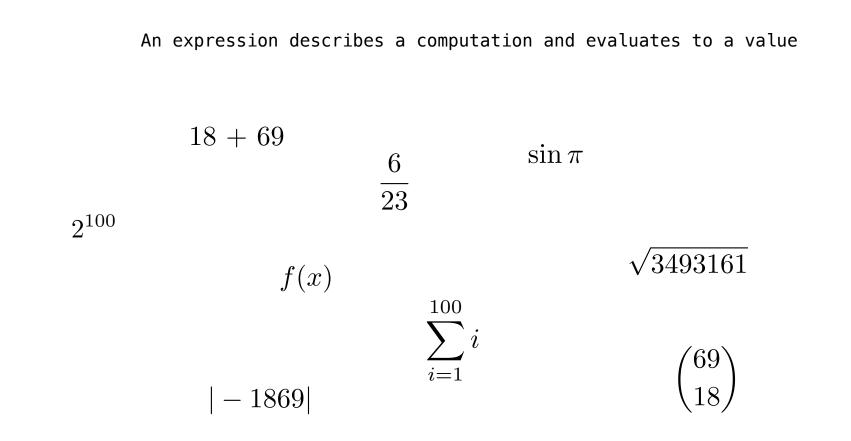
|-1869|

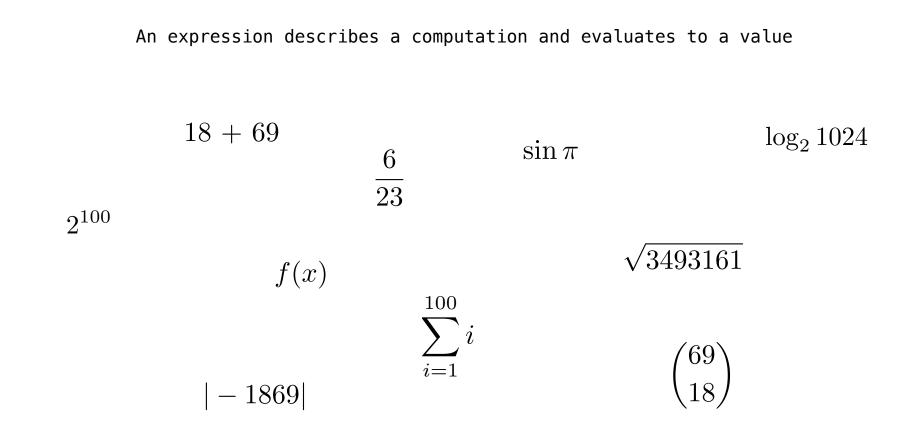


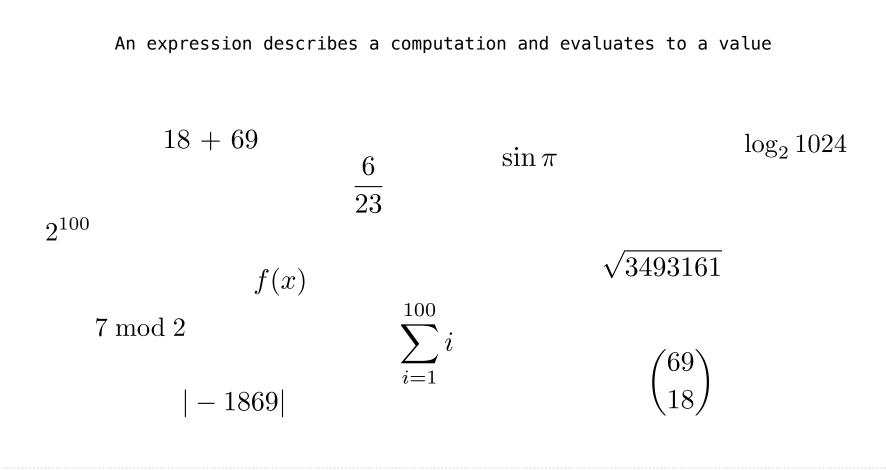


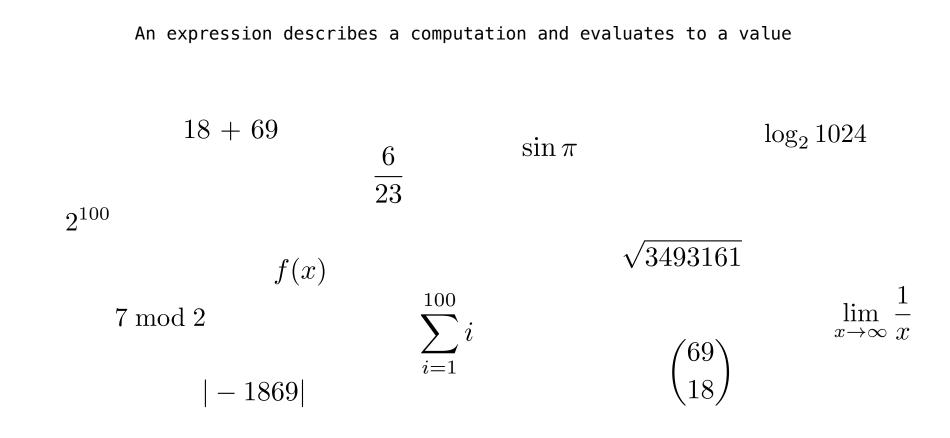


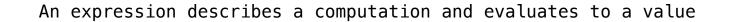


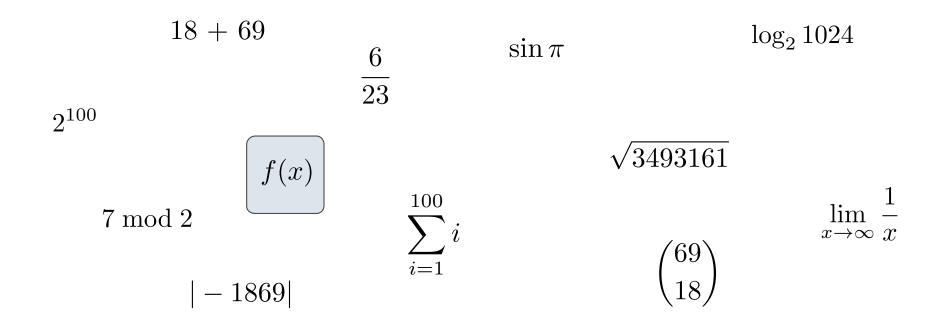












14

Call Expressions in Python

All expressions can use function call notation

(Demo)

	1
	1
· · · · · · · · · · · · · · · · · · ·	

							• • .
	add	(2	,	3)	÷.
1							
i							;
· ·							- - -

add	(2	,	3)	
Operator						

add	(2	,	3)
Operator		0perand		Operand	

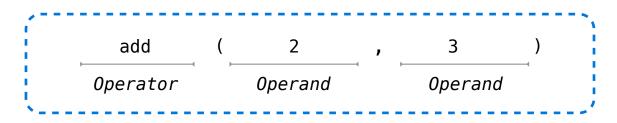
add	(2	,	3)
Operator	—	Operand	→ →	Operand	

Operators and operands are also expressions

,					
add	(2	,	3)
0perator		0perand		Operand	

Operators and operands are also expressions

So they evaluate to values



Operators and operands are also expressions

So they evaluate to values

Evaluation procedure for call expressions:

1000							`\
	add	(2	,	3)	4
	Operator	—	0perand		0perand		ł
×							

Operators and operands are also expressions

So they evaluate to values

Evaluation procedure for call expressions:

1. Evaluate the operator and then the operand subexpressions

1						,
	add	(2	,	3)
	Operator		Operand	→ →	0perand	
.						

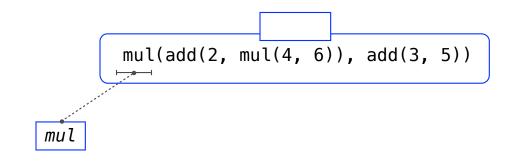
Operators and operands are also expressions

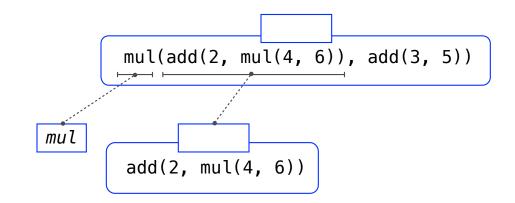
So they evaluate to values

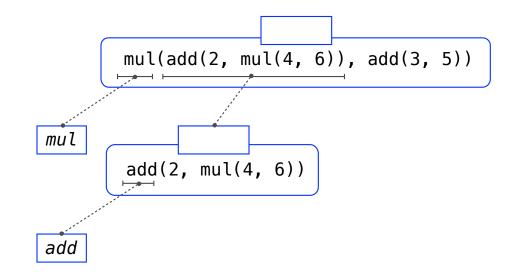
Evaluation procedure for call expressions:

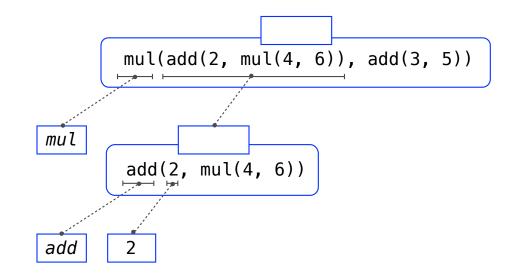
- 1. Evaluate the operator and then the operand subexpressions
- 2. Apply the function that is the value of the operator subexpression to the arguments that are the values of the operand subexpression

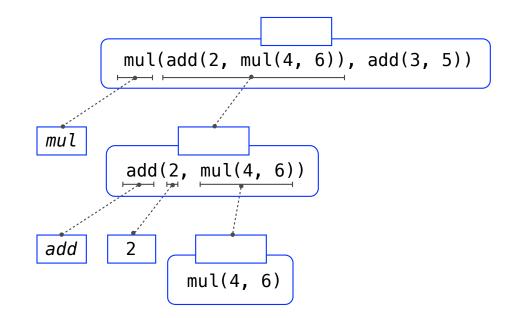
mul(add(2, mul(4, 6)), add(3, 5))

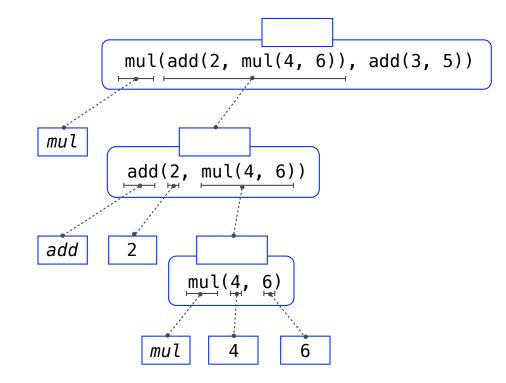


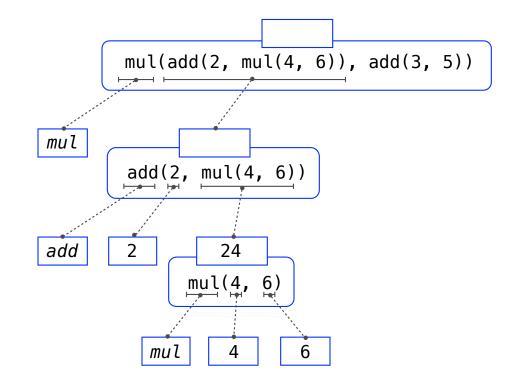


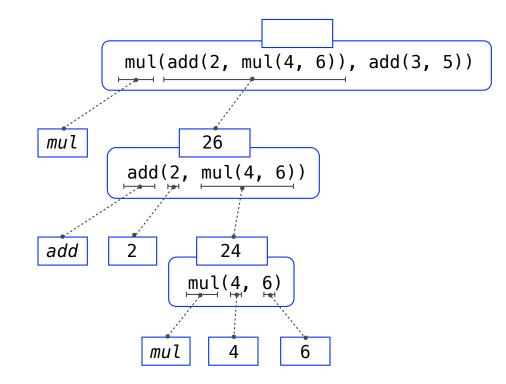


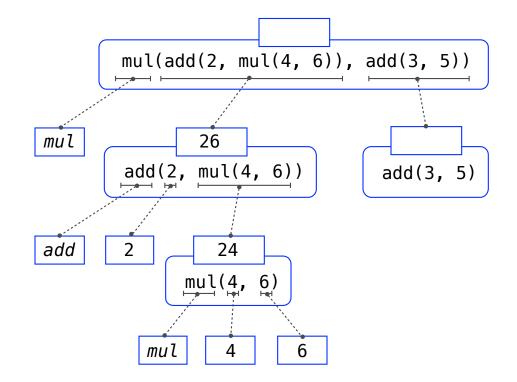


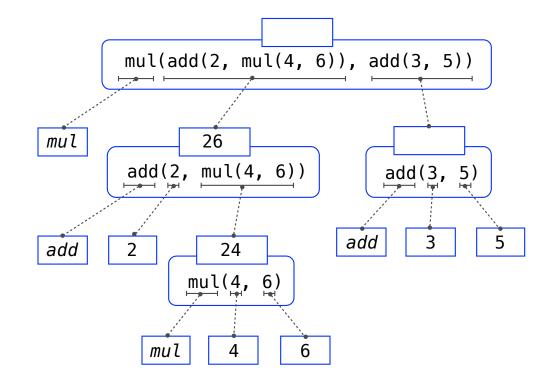


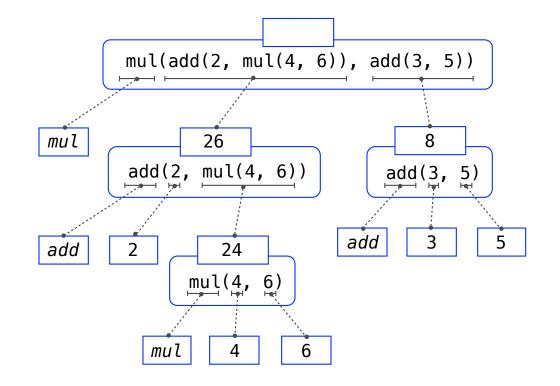


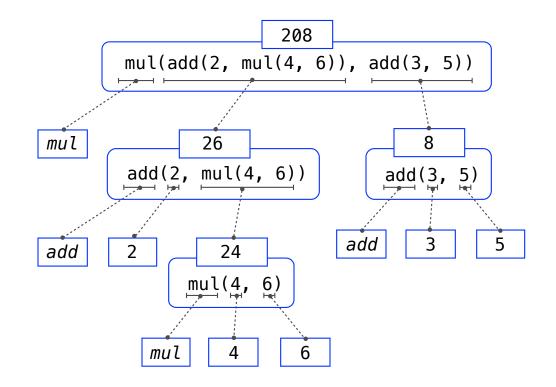




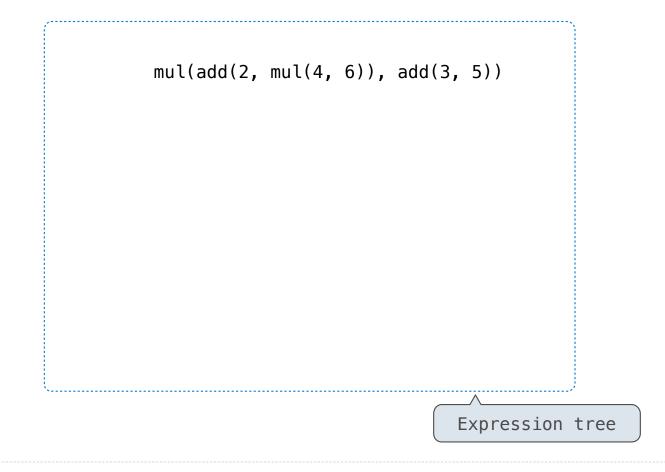


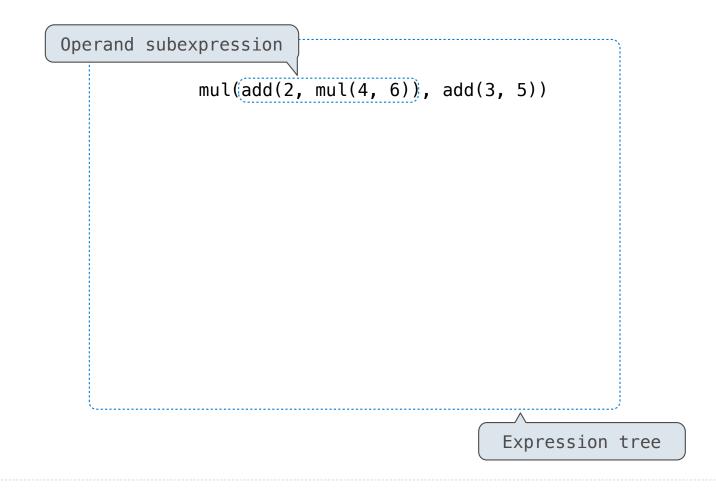


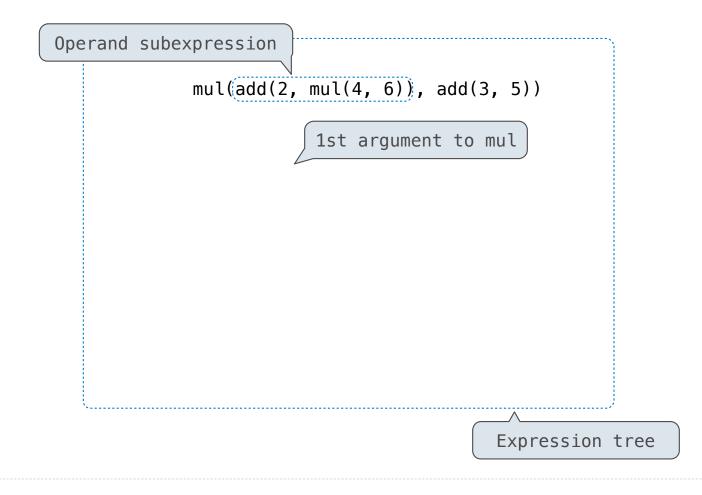


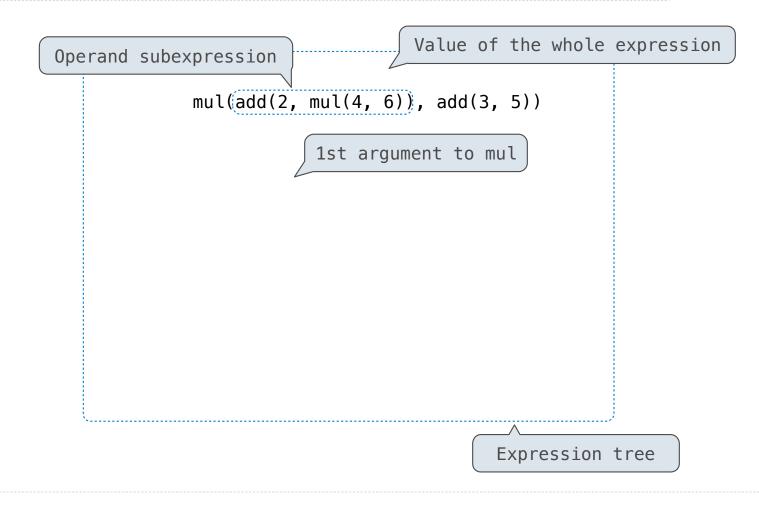


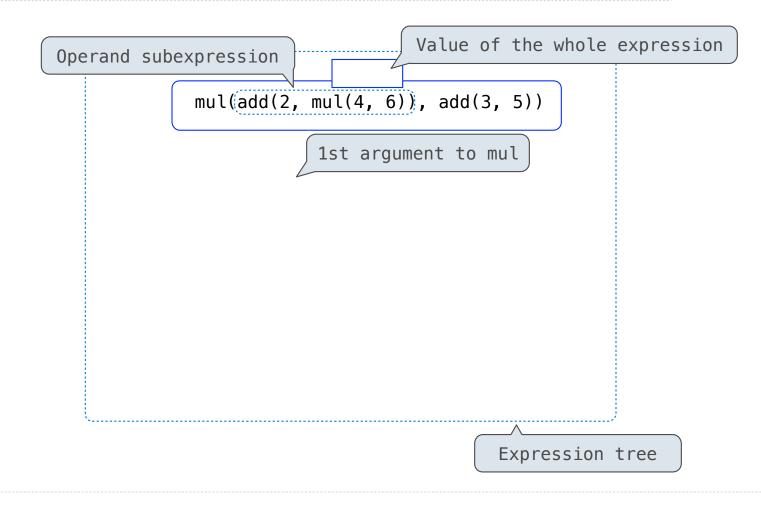
mul(add(2, mul(4, 6)), add(3, 5))

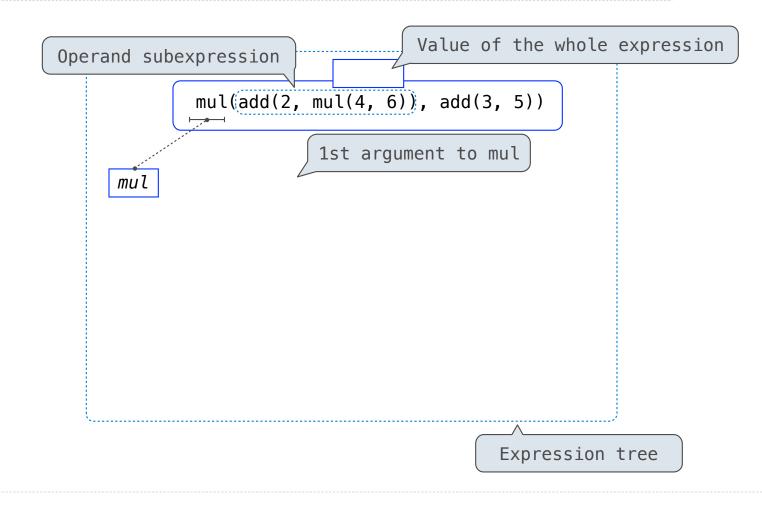


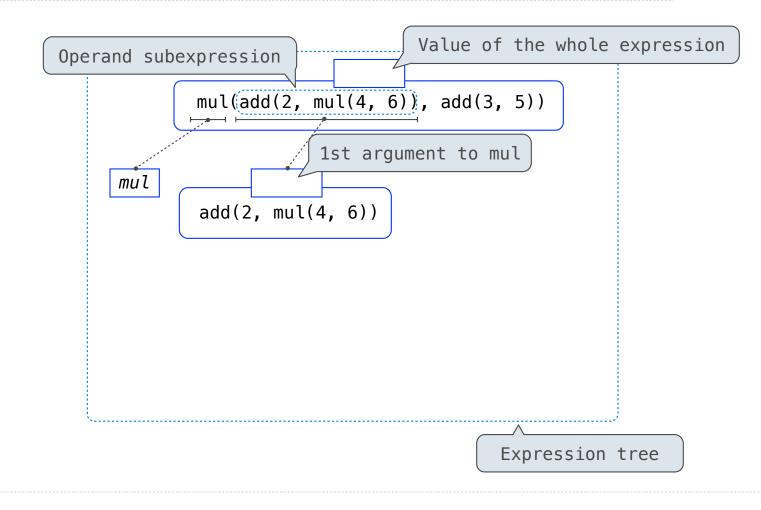


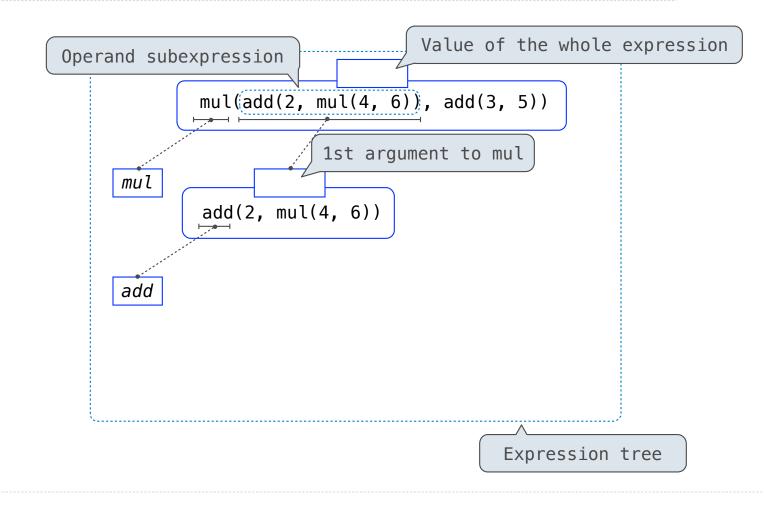




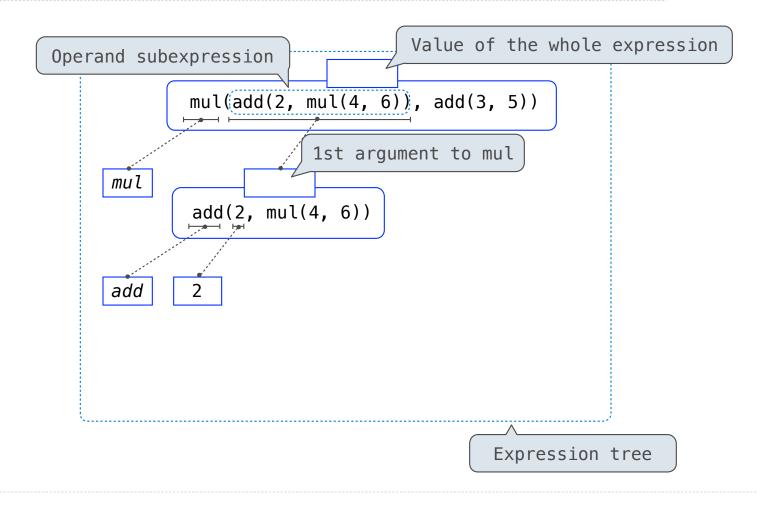


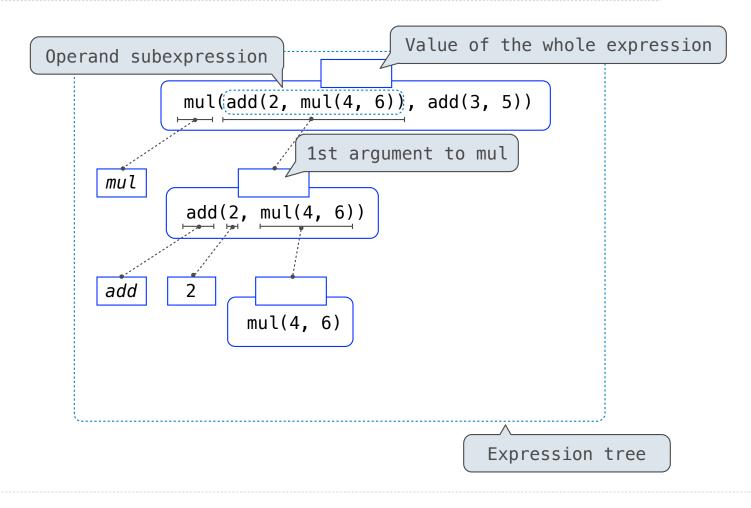


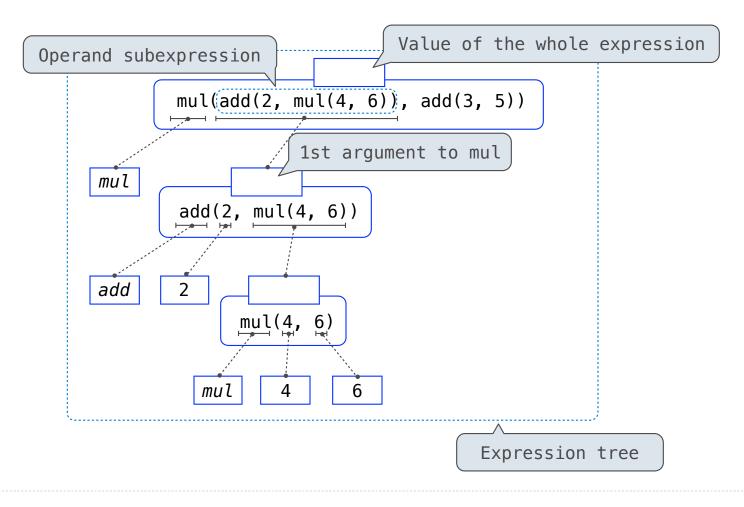


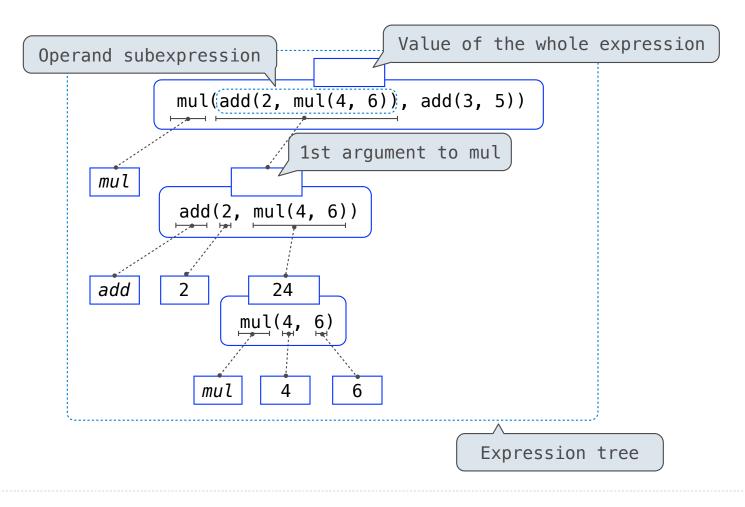


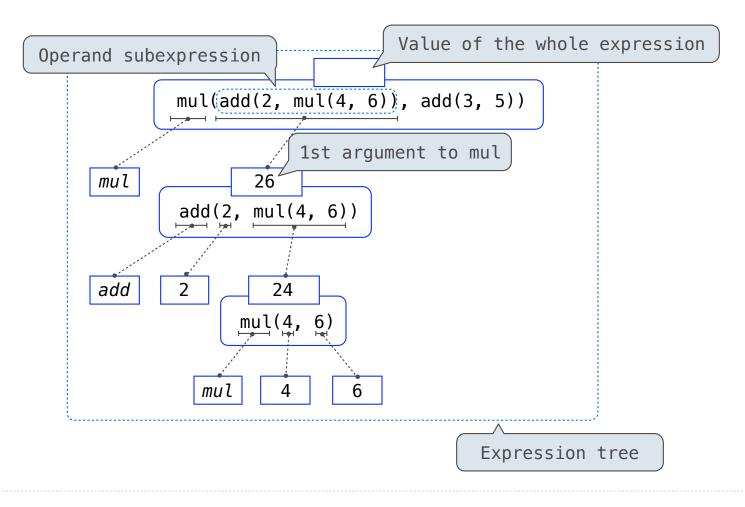
18

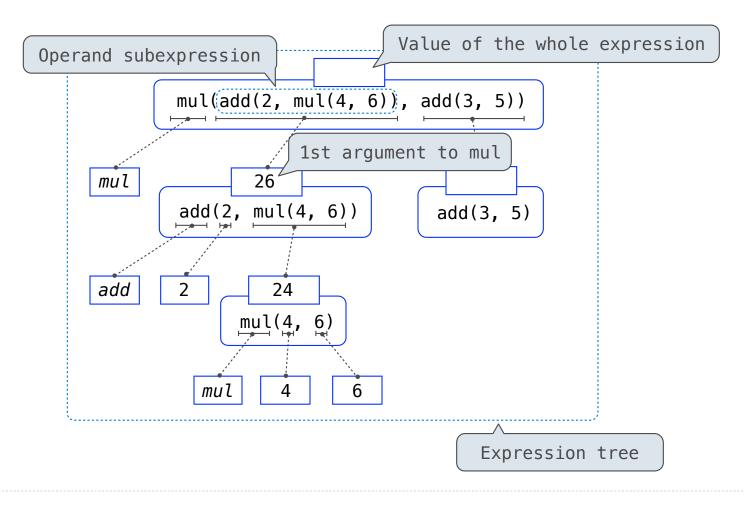


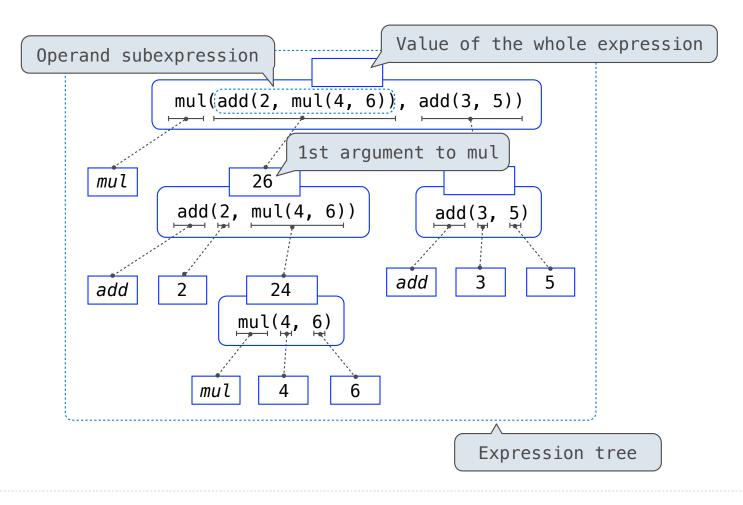


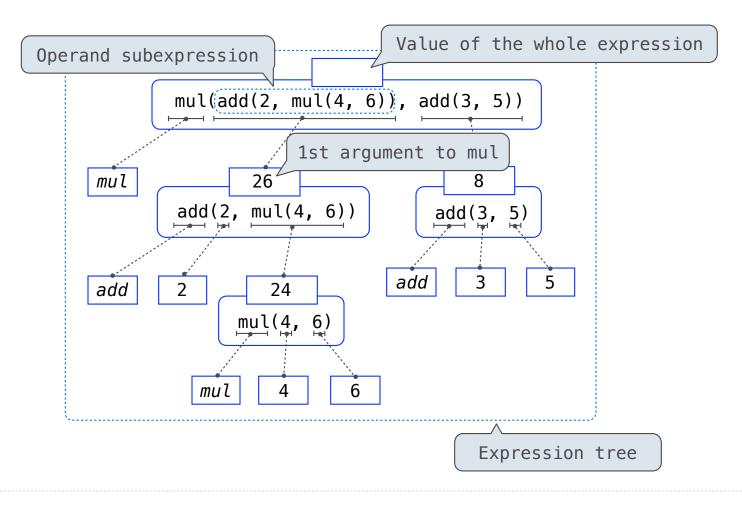


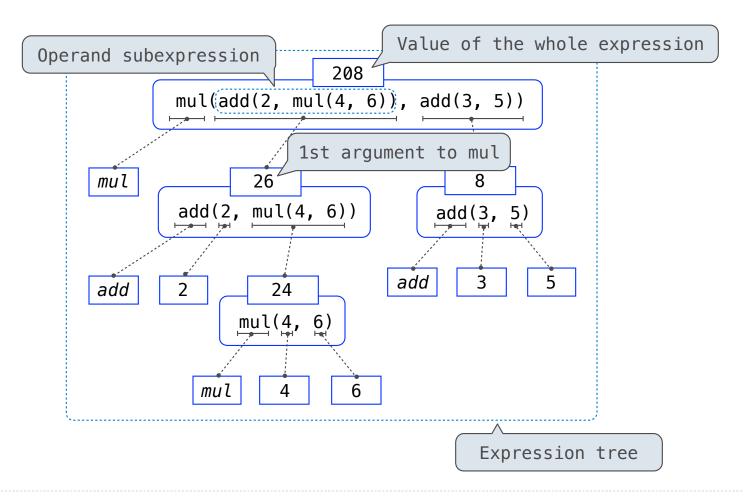


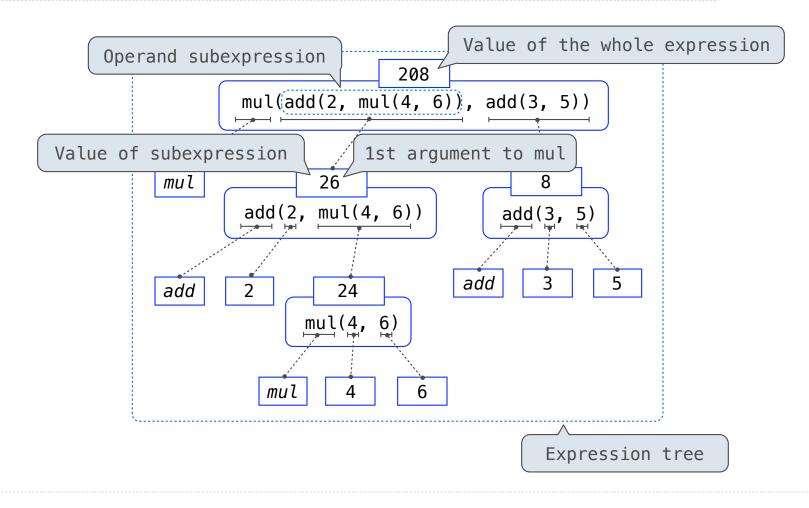












Functions, Objects, and Interpreters

(Demo)