### **Texts**

vo readers currently on-line (see the website).

without printed versions, but might want to print out tions for exams (since we don't allow computers in tests).

or first part of the course only) is Head First Java. It's but has the necessary material.

### Welcome to CS61B!

rably before) lab this week, get a CS61B Unix account //inst.eecs.berkeley.edu/webacct.

o work from home, try logging in remotely to one of the servers.

g Piazza for notices, on-line discussions, questions.

rmation about the course will appear (eventually) on the grading, lateness, cheating policy, etc.).

be screencast.

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ait-listed on a section and can take an alternative secyou can enroll by removing yourself from the wait list adding. It will take some time (12 hours) for this to If it does not, please send mail to Ms. Cindy Conners berkeley.edu),

# Course Organization II

is part of the course. Programming takes place in a environment:

diting, debugging, compilation, archiving versions.

, I keep it simple: Emacs + gjdb + make + git, (docuone of the readers and on-line). But we'll look at Inteland Eclipse is OK, too.

allenging: better to stay on top than to cram.

Projects, 45%; HW, 10%

ell us!

# Course Organization I

illustrate.

ortant: exercise of programming principles as well as ty details go there. Generally we will give you homework ling them.

important, but really not graded: use it as you see fit You get points for just putting some reasonable effort

ojects are *really* important! Expect to learn a lot. Projects refforts (that's for later courses).

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For next time

hapter 1 of *Head First Java*, plus §1.1-1.9 of the on-line *Reference*, available on the class website.

erview of most of Java's features.

oking at examples on Friday.

mber the questions that come up when you read someion:

is? We might have made a mistake.

to ask at the start of lectures, by email, or by Piazza.

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### Programming, not Java

rn programming, not Java (or Unix, or Windows, or...)

principles span many languages

connections.

+y vs. (+ x y)) is superficial.

Python, and Scheme have a lot in common.

use GUIs, text interfaces, or embedded systems, ims are the same.

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