Graded material:

- Individual homework (in first part of course).
- Group project (in latter part of course).
- Midterm (week 5).
- Final (Finals week).
My approach to CIS 170:

- Gain experience with both modern and classic problems in Computer Science.
- Ground our study with appropriate programming.
- Mixture of programming problems and do-by-hand problems.
- Gain insight into the mixture of skills and techniques computer scientists use.
CIS 170 – Fall 04

The first textbook: Dewdney’s *New Turing Omnibus*

- 66 chapters, each about 3-5 pages in length.
- A mixture of theory and practice.
- We will try to get through about 15.
- Is this a waste of your money? Hope not. All the chapters are good ones, but many require a little more advanced math.
- The book uses Pascal to showcase programming. We will use Java. However, we will stick fairly closely to a “Pascal subset”. 
The second textbook: Lewis&Loftus *Java Software Solutions*

- First portion of textbook concentrates on “procedural programming”. This is what we will concentrate on. Why? Because it complements Dewdney.

- We will play down OOP: *object oriented* programming. Sorry, but this is not a course on programming.

- OOP is taken up in detail in the 200 level sequence.

- Nevertheless, I will assume that no one has programming experience – I will start from the very beginning.
What you will need in terms of Java.

- I’d like to use JCreator as a tool. You need this site for one-stop shopping: http://www.jcreator.com/.
- You will need the Java SDK.
- You will need the Java API.
- You will need the JCreator IDE (LE version or Pro version).
- Let’s look at download page.
The download page
JCreator – example 1

```java
import java.io.*;

// This class algorithmically creates wallpaper

public class Wallpaper {

  // The main is always the method just calls the
  //
  
}
```
Let’s take a break
And play with JCreator for a bit.
Finally

Your should know: *this is the first time this class has been taught.*

I, personally, have lots of fun with a first class. I think the Dewdney textbook is a fun one. The Lewis&Loftus text has proven good for intro programming.

The downside is that I don’t have a good baseline on the amount of effort each problem entails. I’ll use my best judgment, but will poll you during the course to get a feel for the pace.

I think it should be fun 😊