

CSCI 1226 (Introduction to Computing Science and Programming) is the University's first course in programming. It is intended for students who wish to explore the subject, as well as those who want to major in it. This course is a prerequisite for CSCI 1228, a second course for interested students and those who wish to major in Computing Science.



Pay close attention to the course website (<u>cs.smu.ca/~myoung/csci1226</u>)—and check it often! You'll hear more on that on the first day of classes, but keep in mind that **very important notices about labs and assignments will be posted there.**

Start your assignments early, and make sure you submit them often, even if you haven't finished them yet. We only see the last version of each file you submit, so you don't need to worry about us grading the wrong file. Also, we accept no late assignments, so by passing files in early you will always have something submitted for a grade.



Introduction to Computing Science and Programming

Professors: Dr. Somayeh Kafaie and Dr. Mark Young

And remember that we are here to help you:

- · Ask questions in lectures and labs.
- Visit us during our office hours and/or on-line office hours.

But most importantly: write lots of programs! The only way to become a good driver is to drive; the only way to become a good programmer is to program.

Is there a Required Textbook?

There is no textbook this year. All course material is provided through the <u>course website</u>. The material includes exercises, and we encourage you to do them.

Do You Need Your Own Laptop?

You don't need a laptop for in-person classes; you will be able to do all your work at home or in one of the labs on campus. **Having a laptop in class might be helpful, but turn your social media off!**

There is some software that you need to install on your computer to create the programs for the assignments and labs. It's available for Linux, Mac and Windows (but not for Chromebooks), and they mostly work the same. We'll provide links to that software and videos on how to download it for use in lectures and labs.

