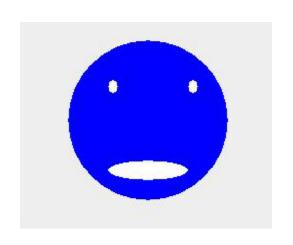
# CompSci 6 Programming Design and Analysis



January 14, 2010

Prof. Rodger

### Class Information

- Go over information on course web page
- Syllabus, Books, Etc.

Consulting Hours start Sunday!

#### Announcements

- Read in text **Java Concepts** for next time Chap. 1, Chap 2.1-2.2
- Assignment 1
- Reading Quiz on Blackboard
  - Due before class next time
- Bring laptop to class if you have one
- Must install Java, Eclipse and Ambient
  - See Resources page
  - Update if you already have it installed but didn't use it last semester

### Environment we will use

• Eclipse – an Integrated Development

Environment

- Editor
- Compiler
- An output console
- Visualization of files and folders
- Submission of programs (Ambient)
- See CompSci 6 Resources page for installing Java, Eclipse and Ambient on your computer

 Computer science is no more about computers than astronomy is about telescopes. - Edsger Dijkstra



Computer science is not as old as physics; it lags by a couple hundred years. However this does not mean that there is significantly less on the computer scientist's plate than on the physicist's: younger it may be, but it has had a far more intense upbringing! - Richard Feynman



### Scientists and Engineers

 Scientists build to learn, engineers learn to build. - Fred Brooks

- Duke alum
- Chair of UNC's Computer Science Department
- Turing Award Winner

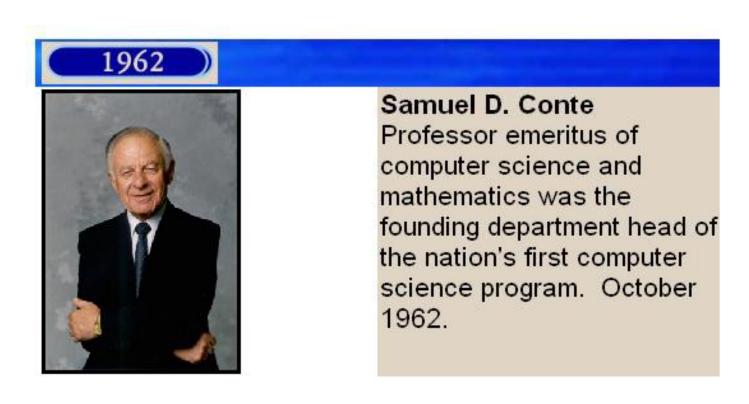


### Computer Science and Programming

- Computer Science is more than programming
  - Called *Informatics* in many countries
  - Elements of both science and engineering
  - Elements of math, physics, cognitive science, music, art, and many other fields
- To some programming is an art, to others a science, to others an engineering discipline.

## Computer Science is a young discipline

First computer science department formed in 1962
 PURDUE



 What is it that distinguishes it from the separate subjects with which it is related? What is the linking thread which gathers these disparate branches into a single discipline? My answer to these questions is simple --- it is the art of programming a computer. It is the art of designing efficient and elegant methods of getting a computer to solve problems, theoretical or practical, small or large, simple or complex.

C.A.R. (Tony) Hoare

### C.A.R. (Tony) Hoare

- Turing Award Winner
- Knighted by Queen Elizabeth



• Artificial Intelligence



Spirit, Mars Rover



Roomba



CMU's Sandstorm

Animation





The Organization of Data, and Searching

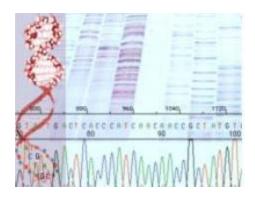






• Medicine, Genomics





• Devices













### Why is Programming Fun?

- What delights may its practitioner expect as a reward
  - First is the sheer joy of making things.
  - Second is the pleasure of making things that are useful.
  - Third is the fascination of fashioning complex puzzle-like objects of interlocking moving parts.
  - Fourth is the joy of always learning.
  - Finally, there is the delight of working in such a tractable medium. The programmer, like the poet, works only slightly removed from pure thoughtstuff.

Fred Brooks

### Classwork:

- Who are these People?
  - Sort a couple of times, describe 6 people
- Fill out Survey
- Problem Solving: Nim

# Who are these People? Computer Science and Informatics

- Who are these people and what did they do?
  - Fran Allen, Mark Andreesen, Tim Berners Lee, Cynthia Breazeal, Sergei Brin, Rodney Brooks, Edsger Dijkstra, Shawn Fanning, Terry Gaasterland, Bill Gates, Shafi Goldwasser, James Gosling, Tony Hoare, Grace Hopper, Steve Jobs, Lydia Kavraki, Jon Kleinberg, Daphne Koller, Jaron Lanier, Robert Metcalfe, Gene Myers, Larry Page, Wayne Pickette, Jennifer Rexford, Ron Rivest, Daniela Rus, Richard Stallman, Guy Steele, Bjarne Stroustrup, Sebastian Thrun, Linus Torvalds, Luis von Ahn
- http://www.cs.duke.edu/courses/common/people/

### A Java Program

```
public class HelloCompSciClass
{
   public static void main(String [] args)
   {
      // display a greeting
      System.out.println("Hello, CompSci 6!");
      }
}
```