

The background of the slide is a reproduction of the painting 'The Starry Night' by the Dutch Impressionist painter J.M.W. Turner. The painting depicts a turbulent, swirling night sky filled with bright, glowing stars and a crescent moon, reflected in the dark, choppy waters of a harbor. In the foreground, a dark, silhouetted church spire rises from the left side. The overall color palette is dominated by various shades of blue, from deep indigo to bright cerulean, with accents of yellow and white from the stars and moon.

# Structured Programming

COMP1110/COMP1140/COMP6710

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Introductions  
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Course Goals  
Resources  
Assessment

ANU – School of Computing – Structured Programming 1110 / 1140 / 6710



"Yankee Hat art-MJC" by Martyman at the English language Wikipedia. Licensed under CC BY-SA 3.0 via Wikimedia Commons – [https://commons.wikimedia.org/wiki/File:Yankee\\_Hat\\_art-MJC.jpg#/media/File:Yankee\\_Hat\\_art-MJC.jpg](https://commons.wikimedia.org/wiki/File:Yankee_Hat_art-MJC.jpg#/media/File:Yankee_Hat_art-MJC.jpg)



# Introductions

- Patrik Haslum (co-convenor & lecturer)
  - Research: AI (reasoning, planning, diagnosis); optimisation.
  - Teaching: Introductory programming.
- Hongdong Li (co-convenor & lecturer)
  - Research interests: Computer vision, machine learning
  - Teaching: ...
- Tutors: Ashley, Austin, Cathy, Chenyang, Chloe, Daniel, Oscar, Patrick, Piyumal, Rob, Sam, Sam, Tal, Vikram, Xin, Yash, Yumeng

# Introductions

- Who are you?

# CECS Class Representatives

Class Student Representation is an important component of the teaching and learning quality assurance and quality improvement processes within the ANU College of Engineering and Computer Science (CECS).

The role of Student Representatives is to provide ongoing constructive feedback on behalf of the student cohort to Course Conveners and to Associate Directors (Education) for continuous improvements to the course.

## **Roles and responsibilities:**

- Act as the liaison between your peers and conveners.
- Be creative, available and proactive in gathering feedback from your classmates.
- Attend regular meetings, and provide reports on course feedback to your course convener
- Close the feedback loop by reporting back to the class the outcomes of your meetings.

# Why become a class representative?

- **Ensure students have a voice** to their course convener, lecturer, tutors, and College.
- **Develop skills sought by employers**, including interpersonal, dispute resolution, leadership and communication skills.
- **Become empowered.** Play an active role in determining the direction of your education.
- **Become more aware of issues influencing your University** and current issues in higher education.
- **Course design and delivery.** Help shape the delivery of your current courses as well as future improvements for following years.

Note: Class representatives will need to be comfortable with their contact details being made available to all students in the class.

For more information regarding roles and responsibilities, contact:

ANUSA CECS representatives: [sa.cecs@anu.edu.au](mailto:sa.cecs@anu.edu.au)

**Want to be a class representative? Nominate today!**

Please nominate yourself to your course convener.

# Course goals

Introduction to...

- **Programming**
- **Core Computer Science**
  - Object oriented programming
  - Data structures, algorithms
- **Software Engineering (very little)**
  - Testing
  - Version control (git)
- Gateway to COMP2100/6442, COMP2120, ...

# Mechanics

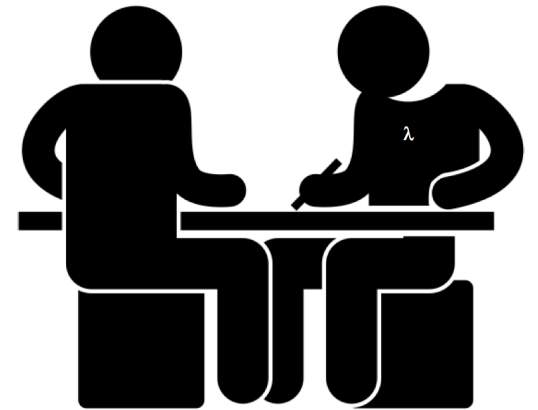
- Course web site
  - <https://comp.anu.edu.au/courses/comp1110/>
  - Lecture notes, schedule, labs, assessment info, policies, FAQ...
- Lectures
  - Lecture notes on web site shortly before/after each lecture
  - Example code will be available in gitlab repo
- Online resources
  - <https://comp.anu.edu.au/courses/comp1110/help/online/>
  - Java tutorials, API docs, Java visualiser, text books, ...



# Mechanics

- Labs
  - Week 1 labs all open to everyone
  - Enrol in a lab group by the end of week 1
- gitlab (<https://gitlab.cecs.anu.edu.au/comp1110>)
- ed forum (<https://edstem.org/au/courses/18259/>)
- Drop-in consultations (from week 2)
  - Course schedule on MyTT for times and locations

## First Year Computer Science



## Consultations

1:1 consultations are available for students enrolled in the following courses:  
COMP1100, COMP1110, COMP1140, COMP1600, COMP1730, COMP6710, COMP6730  
Students are asked to provide their UID to the tutor and to respect a 5min limit during busy times.

# Week 1 labs – getting started

- Go to any and as many labs as you like (week 1 only)
- Note: Labs ... are NOT running.
- Basic setup:
  - Fork and clone the labs repository
  - Set up IntelliJ
  - Set up your own computer (not required, but recommended)
- Getting more help
  - CSSA InstallFest – Friday ??/?? in ...

# Assessment

- 5% Lab test (Week 4)
- 5% Individual Assignment 1 (due start of Week 4)
- 5% Lab engagement
- Lab test, Assn 1 and engagement are redeemable via final exam.
- 35% Assignment 2
  - Design and implement a larger application (almost) from scratch.
  - Several deliverables due throughout the semester.
  - May be done in a (small) group.
- 50% Final exam

# Hurdle Assessments

- You must **pass the basic competency assessment**, in week 5.
  - Students who achieve at least 50% on the lab test in week 4 are *exempt* from the basic competency assessment.

Failing the the hurdle will result in automatic failure of the course (you can still drop the course without failure).

- You must **achieve a mark of at least 40% in the final exam.**

Please read the assessment overview page on course web site.

# Plagiarism

Honesty and integrity are paramount.

They are not at odds with research and collaboration.

**Do** be resourceful, collaborate and engage.

**Never represent anyone (or anything) else's work as your own.**

**Do** read the ANU's position on academic integrity

<http://academichonesty.anu.edu.au/>

# Code Assistance and AI

Copilot, ChatGPT, etc...

- Copyright legal ambiguity.
- Unreliable – needs a professional to evaluate output.
- **Learn by trying yourself** is still the only way to become that professional.
- **Reasonable uses:** explaining code, helping to debug, suggesting alternatives / improvements.
- **Not permitted (or available) in the labtest, basic competency test or final exam.**

*“You can know the name of a bird in all the languages of the world,  
but when you're finished, you'll know absolutely nothing whatever about the bird...  
So let's look at the bird and see what it's doing -- that's what counts.  
I learned very early the difference between knowing the name of something and  
knowing something.”*

*Richard Feynman*