

# Enrolled or On Waitlist?

Welcome to

COMP  
110

**\*Please wear a mask if approaching me!**

# Not enrolled?

*You unfortunately can't sit in!  
It's a fire safety concern!*  
**FILL OUT THIS FORM IF  
INTERESTED IN ENROLLING:**



[https://tinyurl.com/  
110-enroll](https://tinyurl.com/110-enroll)

## Getting a Seat in COMP 110

- COMP110 is taught every semester and in summer
- COMP116 is also being taught this semester and it satisfies the same requirements for non-majors as COMP110.

# Today's Goals

1. What is the course about?
2. Are you in the right course?
3. What are the instructional and workload expectations?
4. Homework

# Who are we?


- Alyssa
- Your Comp 110 UTA Team!!

# About me

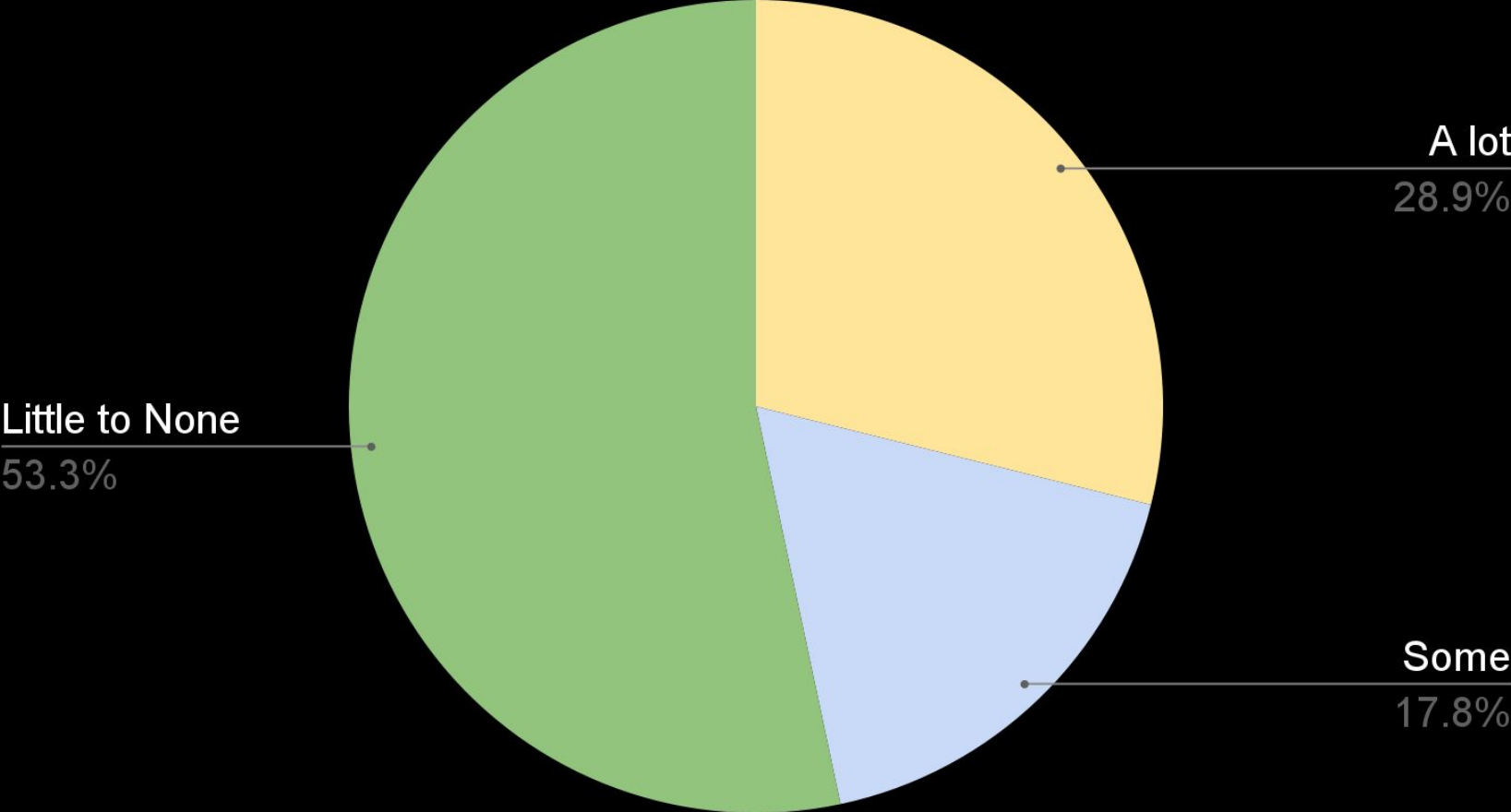
- Originally from Orlando, FL
- Changing last name from Byrnes to Lytle
- PhD @ UNC 2022
- No coding experience until I took my first college class!



# Your UTA Team!

- Your COMP110 UTA Team!
- This course would be **impossible** for all of us, if not for them.
- THE absolute best UTA team at Carolina. You will  them.
- This team can do it all: they'll help teach you concepts you're struggling with, guide review sessions, study guides, generate lecture ideas, and build exercises.
- You will be assigned 2x UTAs who are your personal leads.
- Drop-in, in-person office hours will be available to you for over 40 hours a week starting today!
- We also offer virtual office hours and small group tutoring!

# TA's Coding Experience Before Taking 110



# Zero Programming Experience Expected

- This course assumes *no* prior programming experience
  - But some experience is OK
- COMP110 is a *rigorous* introduction to programming.
  - 2.5 hours of lecture/lessons per week
  - and ~9 hours of practice / course work



# Course Objectives

- You will learn the **fundamentals of programming** in the application area of **data science**
  - These concepts are universal and apply to nearly all programming language.
  - You will leave knowing what it feels like to be a programmer
  - You will know how to write programs to analyze and visualize real-world data sets

# Course Objectives

- You will gain practice with **computational thinking**
  - **Thinking algorithmically** while breaking down problems step-by-step
  - Thinking at varying levels of **abstraction** by describing problems & solutions abstractly and precisely

Course Website

[23f.comp110.com](http://23f.comp110.com)

(Syllabus is on there!)

# The **Instructional Format** of COMP110

- Tuesdays will be **live** and **in person!**
  - Used to practice new concepts
  - Will be live streamed
- Thursdays will be **asynchronous**
  - Used to teach new concepts and implement tutorials
  - You can ask questions on EdStem!

# Why this format?

Student evals/feedback from over 1200 students last year overwhelmingly recommended to continue doing so! Some quotes:

"I think that the combination of asynchronous and synchronous lectures should be kept, as the asynchronous lectures helped me learn at my own pace while the synchronous lectures helped me practice what I learned on my own."

"I liked the tues/async, thurs/sync schedule a lot. That in combination with the exercises is great."

"I really liked having asynchronous class on Tuesdays. The videos and gradescope questions were very helpful, especially when I wanted to look back at the videos when I needed help."

## Quizzes

Quizzes are **in person**, pencil and paper, during your section's lecture time. You are only permitted to be absent for one quiz.

All dates are online!

For full policies, see syllabus.

# Collaboration Policy – Graded Assignments

- No collaboration with anyone in or out of the course is allowed on exercises, projects, quizzes, or exams.
- **The only permitted collaborators on exercises and projects are UTAs while they are working in their official capacity as a UTA.**
- What is collaboration?
  - Posting screenshots to GroupMe or any other communication channel
  - Looking at/sharing, or letting someone else look at/share, your screen.
  - Talking about your code in a step-by-step fashion
  - Copying or sharing code with anyone else or from community websites like StackOverflow, Chegg, GitHub, or CourseHero
  - Asking for help from peers on GroupMe or any other group chat

# Things to know about autograding...

- You can resubmit to the autograder without penalty before the due date
- If you do not get full credit - stop and think about what might be causing a test to fail. Try again!
- Be careful to avoid a frustrating loop of "tweak one small thing, resubmit, tweak one small thing, resubmit, ..."
  1. See if you can reproduce the error
  2. If you find yourself stuck in this loop, stop by office hours.



# Programming is a Practiced Skill

- Like playing an instrument, painting, writing cursive letters, dancing, singing, sports, wood working, quilting, and so on....

**Time spent individually practicing is the key to success.**

- This is *very different* from courses that are knowledge-based!
- The team and I want you to succeed in learning how to program, so we structure everything we do toward helping you practice individually.

# What will you do in this course?

- **Prepare** - Actively Watch Assigned Videos, Review Notes, Read Assigned Papers
  - You should take notes and actively follow along with coding and diagramming examples
- **Participate** - Follow-along in Lecture, Respond to Lesson and Reading Questions
  - Practice reading, diagramming, and writing code
  - Reflect on big questions in computer science and society
- **Practice**
  - Environment Diagrams: Pen-and-paper evaluation of code just like the computer does
  - Programming Exercises: Small programming problems to practice fundamentals
- **Demonstrate Mastery**
  - Quizzes: 4x timed quizzes
  - Final Exam

How do *you* believe programming will be valuable toward achieving *your personal goals*?

*Why* are you in this course?

Think for a **minute**, introduce yourself to your neighbor(s) and **discuss**, then we'll **share**.

# Need Help Getting Started?

- See Support > Office Hours > Course Care
  - Instructions on how to register
- Open House will be held this week Tuesday-Friday
  - Check online for hours!
  - Sitterson Hall
  - Get help installing course software!
  - Introduce yourself and meet some great people on the team!

# Office Hours Check-in Process - Starting SUNDAY

Click on "Get Help" on the course home page

INTRODUCTION TO PROGRAMMING

## COMP 110

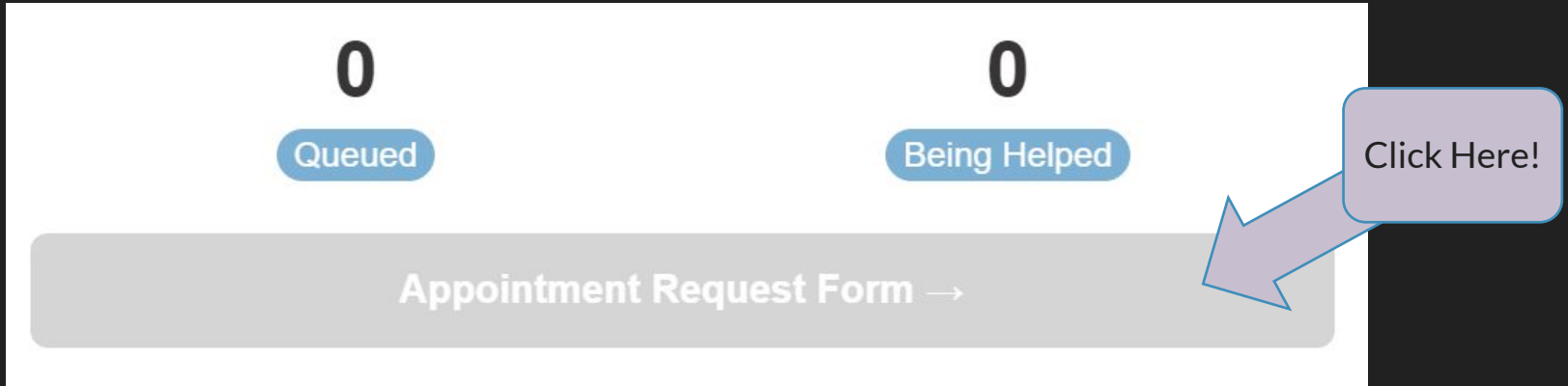
### Office Hours

When	Now until 8:00pm
Where	<u>SN008</u>

[Check in](#)

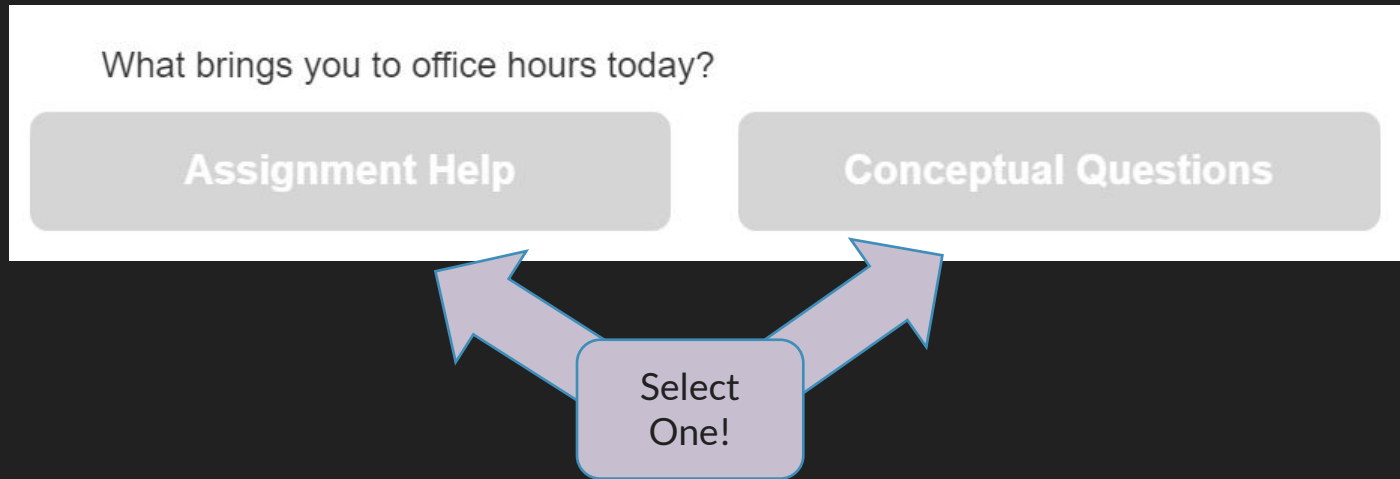
Click Here!

# Office Hours Check-in Process



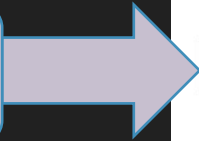
You can see how many people are currently waiting to be helped and currently being helped ahead of you.

# Office Hours Check-in Process



# Office Hours Check-in Process

Fill In



1. What section of the assignment do you need help with?

2. Describe in English what are you trying to express in code:

3. What concepts do you need to use to solve this problem?

4. What have you tried? Why do you suspect it didn't work?

*Disclaimer: Your help request will be cancelled if you cannot provide meaningful responses to each question.*

Cancel

Get Help →



# Office Hours Check-in Process

## Appointment Request

**You're up next!** A COMP110 team member will call your ticket soon :)

You must show up within two minutes or lose your spot in line.

[Cancel Appointment](#)

# Office Hours Check-in Process

**Kris is ready for you!**



**Come on in to SN008!** You must show up within two

minutes or lose your spot in line.

**Cancel Appointment**

# Homework!

- Read Syllabus and Support on Course Page
- Respond to Lesson 00 (LS00) Gradescope Questions
  - Due Thursday at 11:59pm
- Course Setup + EX00
  - Released on Gradescope Thursday!  
(You can get a head start on setup!)

# Feedback

Feedback is always welcome! I have a feedback link posted on the course website!

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**\*Please wear a mask if  
approaching me!**