

CSC151.02 2014S, Class 55: Wrapup

Overview

- Preliminaries.
 - Admin.
 - Questions.
- The subject matter(s) of the course.
- Course evaluation.
- Final comments.

Preliminaries

Admin

- Friday's class is optional. But I'll bring cookies.
- Permission forms.
- You should have received an evaluation of your project this morning.
 - Since I was unable to evaluate your proposals in a timely fashion, I've given you all fifteen points for the proposals.
 - You can challenge my comments.
 - Having your image vary in multiple ways is not a guarantee that you have 1000 different images.
 - 10 color schemes
 - 5 shapes
 - 10 background color blends
 - 4 starting positions
 - But: Each decided with $(\text{mod } n _)$, so repeats itself every 20.
- Grading to go: Quizzes, lots of daily writeups, extra credit. Done tonight.

Extra Credit

- Chen talk, today, 4:15 pm, BCA 152: The Role of the Creatively Maladjusted.
- Orchestra, tonight, 7:30 pm.
- Pub quiz, tonight at 9 pm, the normal stuff.
- CS Table Friday: Informal chat.
- Improv at a time to be improvised.
- Neverland study break Tuesday the 13th at 9 or something.

Questions

The subject matter(s) of the course

Scheme

- Syntax of functions (lambdas)
- Vectors and how to use them.
- How to create images in Scheme
- Check your parentheses
- Lots and lots of Scheme syntax: lets, letrec, define, lambdas, loops, conditionals, data types, ...
- Lots and lots of functions
 - Standard: list-ref, vector-ref, car, cons
 - Class-specific: image-compute

Algorithms

- "The literature"
 - Binary search
 - Sequential search
 - Insertion sort
 - Selection sort
 - Merge sort
- Components of an algorithm
 - repetition (recursion or iteration)
- Remainder turns out to be fairly useful or important.
- There are techniques for analyzing the efficiency of an algorithm (and it's a good idea to apply)
 - There can be better ways to do things
- It's helpful to draw or write things out when problem solving.

Functional Problem Solving

- Anonymous procedures
- Higher order procedures - Look for patterns and generalize.
- Sectioning

More General CS Concepts

- Recursion - A way to write algorithms and to design/describe data
- Problem solving
- Look for patterns and generalize.
- Ways to organize data
 - Vectors
 - Pairs and trees
 - Lists

- Collections of lists and such
- Storage of data. (E.g., ASCII and Unicode.)
- CS requires other skills (e.g., creativity)
- Objects
- You don't have to be a cold-hearted humanoid robot to do CS.
- Documenting is a good idea.

General Skills

- It's helpful to draw or write things out when problem solving.
- Thinking on your feet
- It's okay to say "I'm not sure, come back to me later."
- Teamwork and how to deal with different approaches to the same issue.
- Problem solving
 - And the corresponding trouble shooting
- You can write programs to do tedious work for you
- There's more than one way to solve a problem; Even if you've solved it once, you might look for better ways.
- Techniques for generalizing, and the habit of generalizing

And Beyond

- Computers are sentient and malicious. When things go wrong, it's not usually your fault.
 - And they will crash at the least convenient time possible, so save your work. (Note: The cloud goes down, too.)
- Snark is Sam's approach to life in general.
- Time management.
 - Break up large amounts of work into smaller parts.
 - Know when to stop.
- Don't be afraid of asking for help
- To think outside of the box, you have to understand the box first
- Spelling is not optional
- Care about each other
- "There's more to life than CS" (or any academic pursuit)
- There are lots cool things on campus both academic and non-academic; take advantage of them.

Miscellaneous

- We can write programs that create images
- How to use Gimp. (There are legal free not as usable alternatives to photoshop)
- GitHub - We can save our data in the cloud and also save a log of our work.

Course evaluation

Final comments

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