CMSC B110: Introduction to Computing Fall 2011 – Section 3

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Lectures

Tues/Thurs 4-5:30 pm in Park 349

Grading

•	7 Assignments	56%
•	Exam 1	20%
•	Exam 2	24%
	Total	100%

Labs

Tues/Thurs 5:30-6:30 pm in Park 231

Office Hours

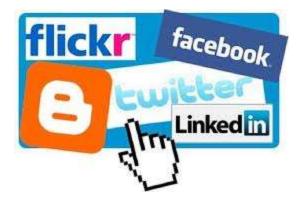
Tues/Thurs 1-4 pm by arrangement in Park 250

What is Computing?

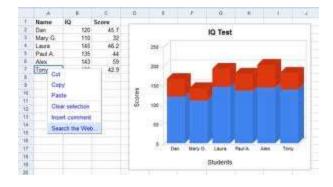
Computing: Web, e-mail, social...

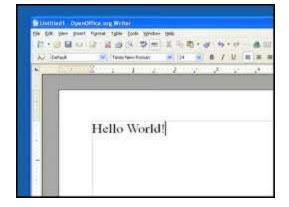


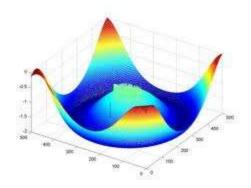


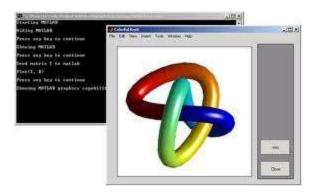


Computing: Productivity...









Computing: Digital Photography

1

Computing: Entertainment...



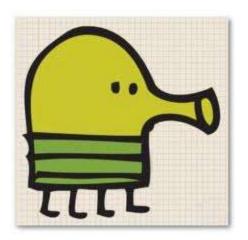


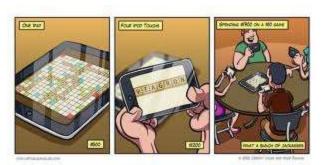






Computing: Gaming...





MADDEN 10



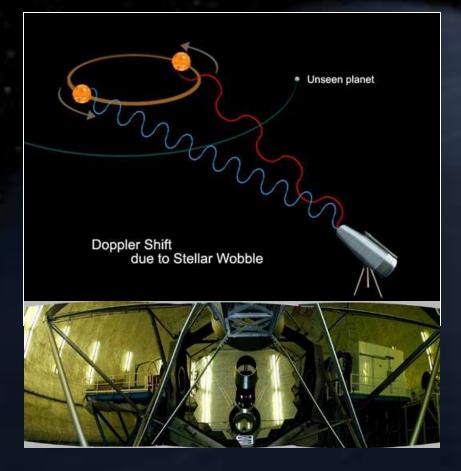


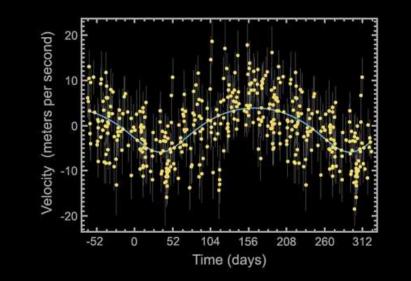
2011 Jeopardy!



- In February 2011, IBM Watson bested Brad Rutter (biggest alltime money winner) and Ken Jennings (longest winning streak)
- IBM is currently applying Watson's technology to medical diagnosis and legal research

Finding Life-Supporting Planets





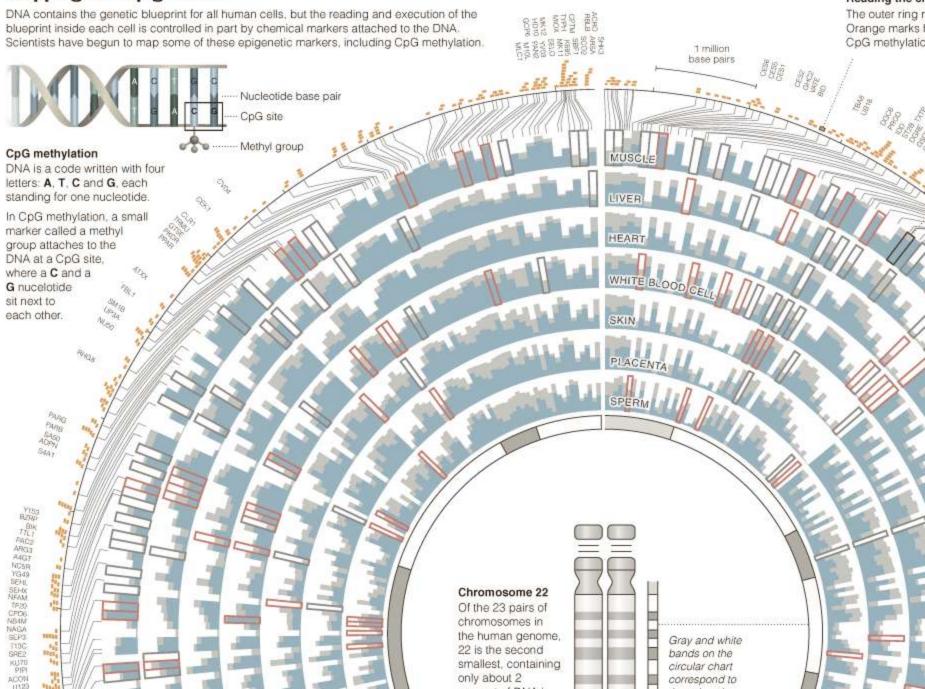




Protobytes By Ira Greenberg

Mapping the Epigenome

Reading the cl



"Computer science is no more about computers than astronomy is about telescopes"

- Edsger Dijkstra

Computing is important.

Fastest Growing Occupations

Table 1.3 Fastest growing occupations, 2008 and projected 2018

(Numbers in thousands)

	Emplo	yment	Change,	2008-18	
2008 National Employment Matrix title and code	2008	2018	Number	Percent	Median Annual wage quartile, 2008
Network systems and data communications analysts	292.0	447.8	155.8	53.36	VH
Computer software engineers, applications	514.8	689.9	175.1	34.01	VH
Computer software engineers, systems software	394.8	515.0	120.2	30.44	VH
Courses Encoderment Ducienties a Ducoment IIC Descut			D		

Source: Employment Projections Program, U.S. Department of Labor, U.S. Bureau of Labor Statistics

Occupational Outlook Handbook, 2010-11 Edition, http://www.bls.gov/emp/ep_table_103.htm

THE WALL STREET JOURNAL. Digital Network	WSJ.com	MarketWatch	BARRON'S	All Things Digital.	SmartMoney	Morev	News, Q	uotes, Compa	anies, Video	
Friday, January 7, 2011 As of 9:18 PM EST THE WALL STREET JOURNAL.	r									
Today's Paper • Columns • Blogs • Top	oics • Journ	al Community								
Home World U.S. New York	k Busine	ess Markets	Tech F	Personal Finance	Life & Cu	ilture O	pinion	Careers	Real Estate	Small

The Best and Worst Jobs

CareerCast rated 200 jobs based on income, working environment, stress, physical demands and job outlook, using data from the Labor Dept. and U.S. Census : researchers' own expertise. See which jobs were ranked highest and lowest, and their midlevel income. The highest-ranked jobs are highlighted in yellow. Click o headers to sort. See full rankings on CareerCast.com. (More: The Best and Worst Jobs.)

Rank	Title	Midlevel Income
1	software engineer	\$87,000
2	mathematician	\$94,000
3	actuary	\$87,000
4	statistician	\$73,000
5	computer systems analyst	\$77,000
6	meteorologist	\$85,000
7	biologist	\$74,000
8	historian	\$63,000
9	audiologist	\$63,000

http://online.wsj.com/public/resources/documents/st_BESTJOBS0104_20110105.html

Computer science tops list of best major for jobs

BY RACHEL GOTTFRIED

Computer science graduates now get more offers of employment than any other major. This is the first time since 2008 that computer science has topped the list: previously, accounting majors had the highest offer rate.

In 2011, 56.2% of computer science majors received job offers, compared to only 53.8% of accounting majors. The offer rate for computer science majors increased 13.8% this year from the previous year.

Computer science and accounting

majors are in high demand because both

are needed in a wide range of industries.

hitects

"There are many different companies that need to hire computer scientists," t on the vel, you said Mimi Collins, director of communing huge cations at the National Association of ent," he Colleges and Employers.

pening,

omplex

echoing

chitects

people

needs of

a devel-

has the

evelop-

"They aren't tied to one particular industry-majors like nursing do not within rld will enjoy that benefit."

Although this is good news for comneutral higher puter science grads, it might not be for the computer industry. According to nt. This Collins, "One computer science graduate may have 10 offers as opposed to one a new accounting graduate that's getting five he likes offers." So, computer science majors may be getting more offers, but this is only on that because there is a shortage of people ive, culwho graduate with such a degree. under-

> According to Collins, companies like to hire recent graduates because they have the latest skills.

> "Things change very quickly, especially in computer science," said Collins. "Many organizations have a formal track where they want to bring in new college graduates and train them the way they want them to be trained."

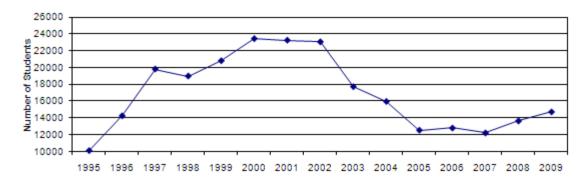
Annabelle Evans graduated as a comipanies, es that puter science major from the University of Southern California in 2008. "When I erge as picked my major, I knew there wouldn't frustra-

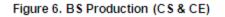
a belief be a lack of jobs as a computer scientist,

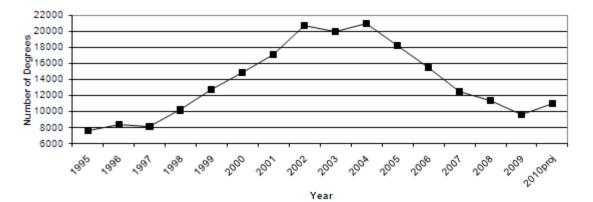
...many different companies ... need to hire computer scientists. They aren't tied to one particular industry.

How many of us are studying CS? United States and Canada

Figure 7. Newly Declared CS/CE Undergraduate Majors







Computing Research News, CRA May 2010 http://www.cra.org/resources/taulbee/ CS=Computer Science, CE=Computer Engineering

Secondary Schools

TABLE 1

	ols offering introdu e courses, change fi	
	2007	2009
Yes	-6%	-17%
•	ering AP Computer S nge from 2005 base	
•		
•	nge from 2005 base	eline

Source: Computer Science Teachers Association survery data of high schools

Running On Empty: The Failure to Teach K–12 Computer Science in the Digital Age http://www.acm.org/runningonempty/

We've turned a corner...

- "Stanford University enrollment for in CS106A (CS1) [in 2010/2011] is 1087, which represents a year-on-year growth of 51%"
- Why?
 - 1. I'm just curious
 - 2. Increase my potential to land a good job
 - 3. I love computing
 - 4. Need to fill a requirement
 - 5. Other...

http://computinged.wordpress.com/2011/04/13/guest-post-eric-roberts-on-the-dangers-of-escalating-enrollments/

What can be programmed?





















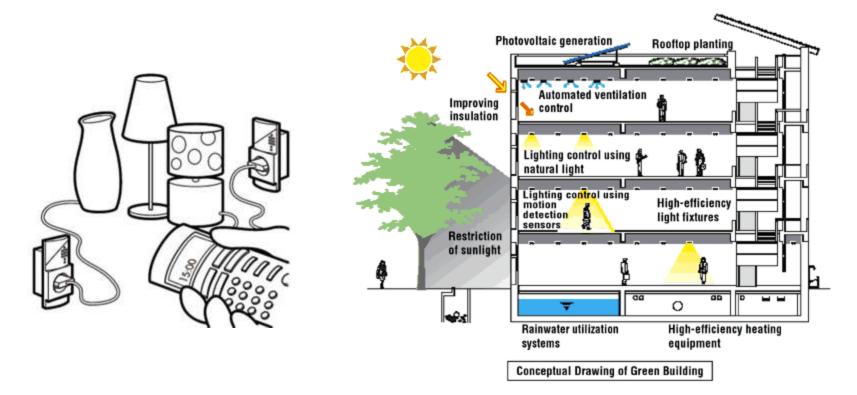
http://www.videophoneinsider.com/video-phone-history/

Google's Autonomous Car



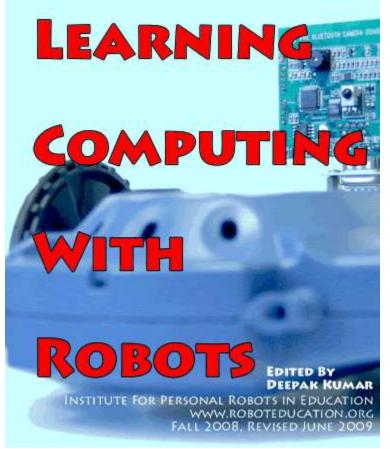
 Nevada made it legal for autonomous cars to drive on roads in June 2011

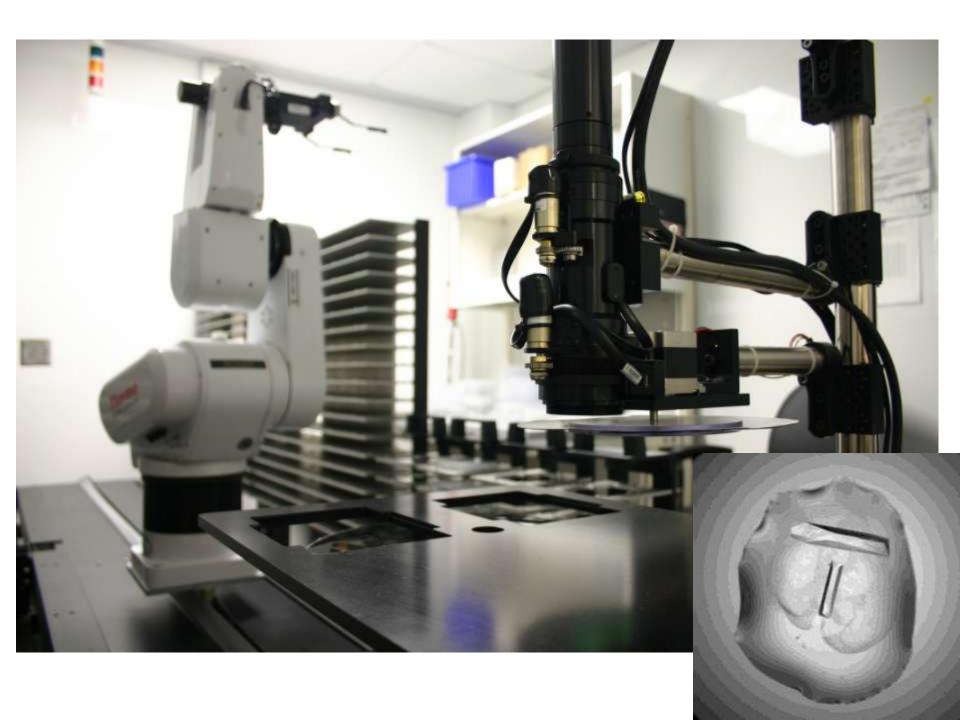








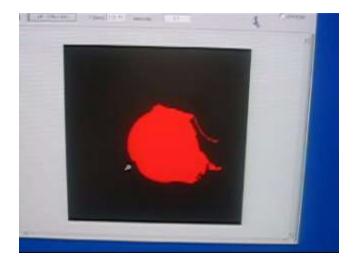




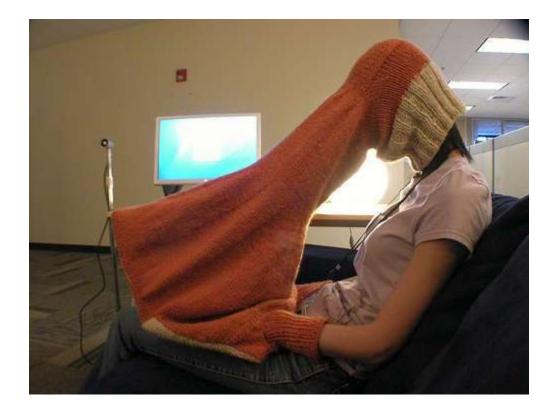








How do you program?

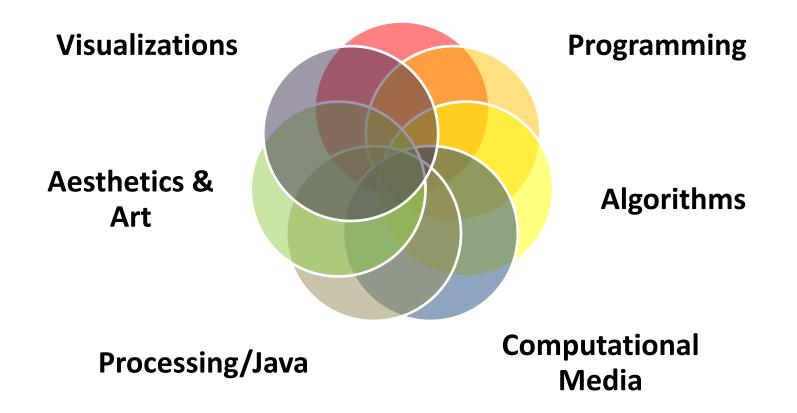


What is a Computer Program?

A collection of human and machine readable statements that can be translated to instructions executable by a computing device.

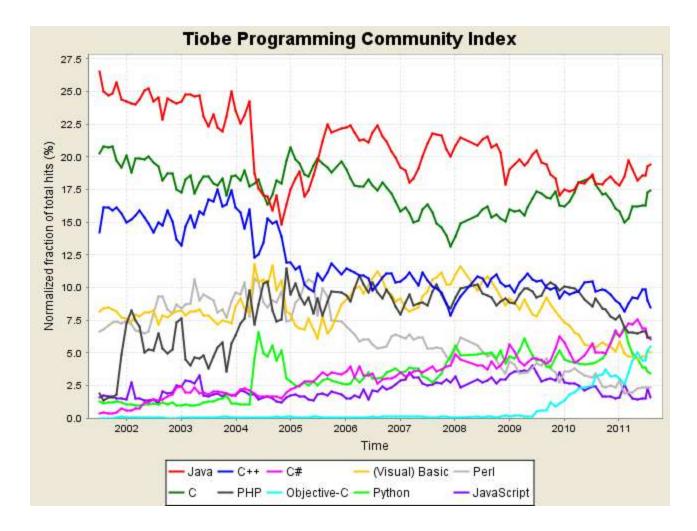
Creative Introduction to ^ Computing

Computing



Our Goal

- Use computing to realize works of art
- Explore new metaphors from computing: images, animation, interactivity, visualizations
- Learn the basics of computing
- Have fun doing all of the above!



http://www.tiobe.com/index.php/content/paperinfo/tpci/index.html

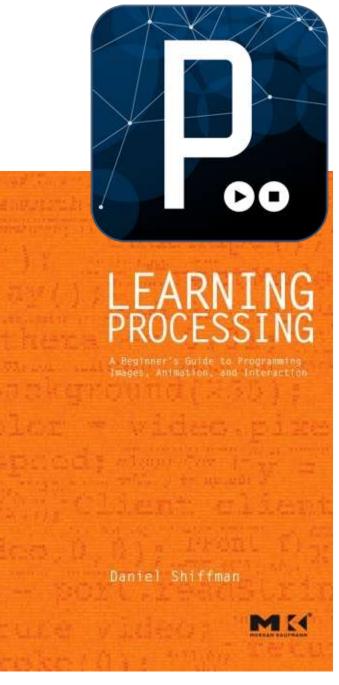
Software

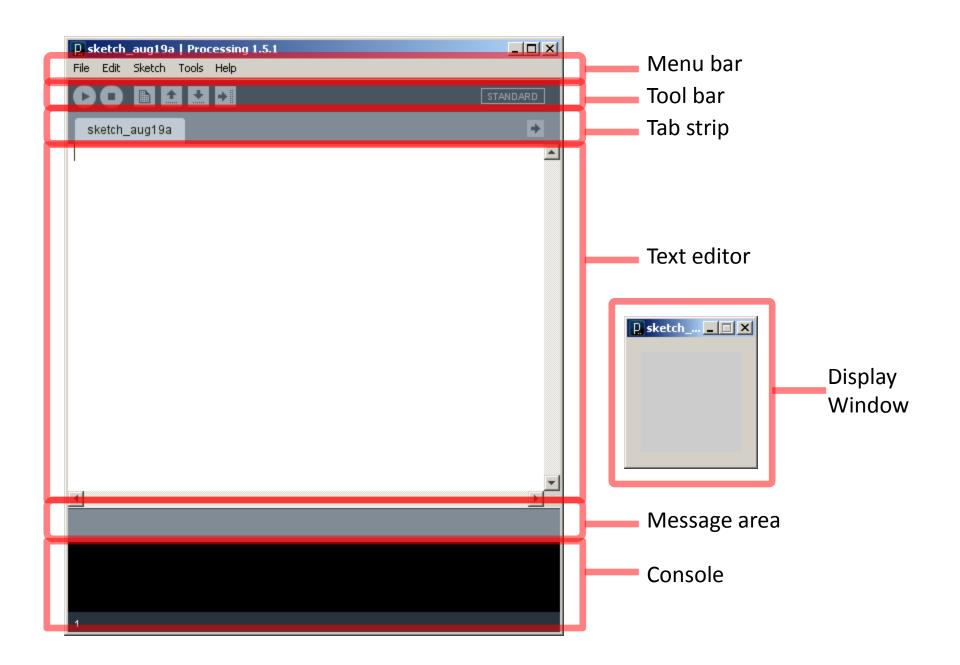
Processing

- Already installed in the CS Lab
- Also available for your own computer @ <u>www.processing.org</u>
- Processing == Java

Book

Learning Processing: A Beginner's Guide to Programming Images, Animation, and Interaction by Daniel Shiffman, Morgan Kaufmann Publishers, 2008. Available at the Campus Bookstore. http://www.learningprocessing.com/





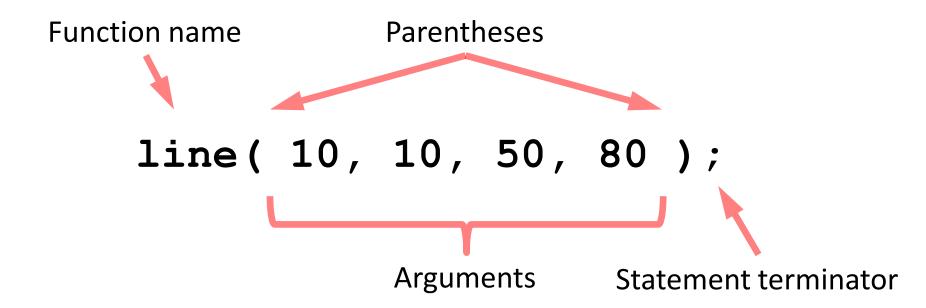
Primitive 2D Shapes

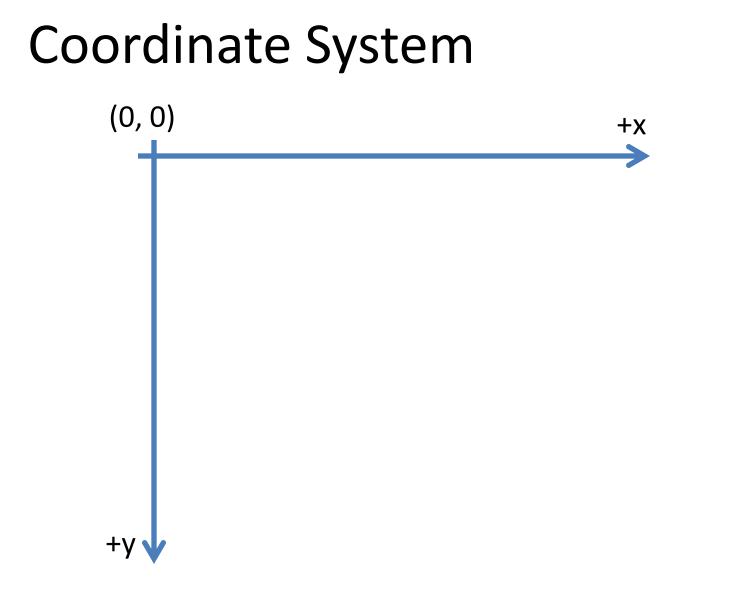
- point
- line
- triangle
- rect (rectangle)
- quad (quadrilateral, four-sided polygon)
- ellipse
- arc (section of an ellipse)
- curve (Catmull-Rom spline)
- bezier (Bezier curve)

Extended Language (API) \ Processing.or	rg - Mozilla Firefox							
Eile Edit View History Bookmarks Tools	Help							
🕜 🖸 🗸 Ċ 🗶 🏠 🔃 http://prod	essing.org/reference/	☆ - 🚷 - Google	P 🐠					
Extended Language (API) \ Processi								
 Processing 			Search					
Cover \ Exhibition \ Reference \ Lear	ning \ <u>Download</u> \ <u>Shop</u> \ <u>About</u>	<u>»Feed</u> <u>»Forum</u> <u>»Wiki</u>	<u>»Code</u>					
└─> Language (A-Z) \ Libraries \ Tools \ Environment								
Language (API). The Processing Language has been designed to facilitate the creation of sophisticated visual and conceptual structures.								
Structure	Shape	Color						
[] (array access) = (assign) catch class , (comma) // (comment) {} (curly braces) delav() /*** */ (doc comment) (det)	PShape 2D Primitives arc() ellipse() line() point() guad() rect()	Setting background() colorMode() fill() noFill() noStroke() stroke()						
. (dot) draw()	triangle()	Creating & Reading	>					
Done			#					

http://processing.org/reference/

Anatomy of a Function Call





coords.pde

Pixels



Processing Canvas

size(width, height);
 Set the size of the canvas.

background ([0..255]); Set the background grayscale color.

Drawing Primitives

point(x, y);

line(x1, y1, x2, y2);

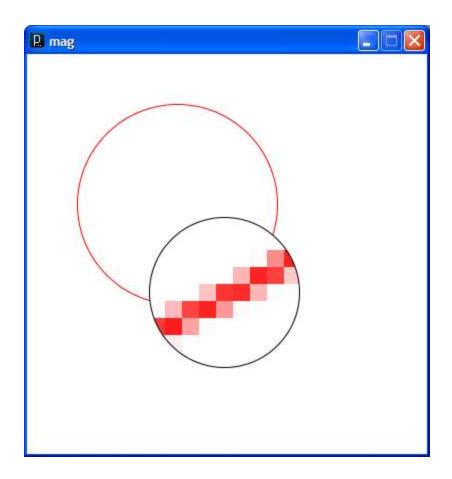
triangle(x1, y1, x2, y2, x3, y3);

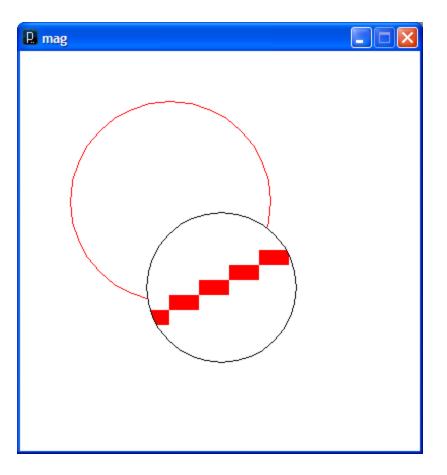
quad(x1, y1, x2, y2, x3, y3, x4, y4);

rect(x, y width, height);

ellipse(x, y, width, height);

smooth() vs. noSmooth()





Colors

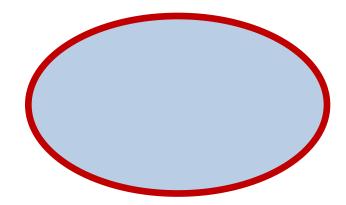
Composed of four elements: 1. Red 2. Green 3. Blue 4. Alpha (Transparency)

Why 0 .. 255?

bits.pde

Shape Formatting

Fill color
 Line thickness
 Line color



These are properties of your <u>paintbrush</u>, not of the object you are painting.

Fill Color

```
fill(gray);
fill(gray, alpha);
fill(red, green, blue);
fill(red, green, blue, alpha);
```

noFill();



Stroke (Line) Color

stroke(gray);
stroke(gray, alpha);
stroke(red, green, blue);
stroke(red, green, blue, alpha);

noStroke();



strokeCap()



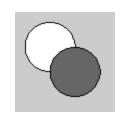
smooth(); strokeWeight(12.0); strokeCap(ROUND); line(20, 30, 80, 30); strokeCap(SQUARE); line(20, 50, 80, 50); strokeCap(PROJECT); line(20, 70, 80, 70);

strokeWeight()

smooth();				
strokeWei	ght(1);	//	Default
line(20,	20, 8	0, 20);	
strokeWei	ght(4);	//	Thicker
line(20,	40, 8	0, 40);	
strokeWei	ght(1	0);	//	Beastly
line(20,	70, 8	0, 70);	

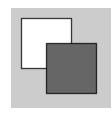
http://processing.org/reference/strokeCap_.html http://processing.org/reference/strokeWeight_.html

ellipseMode



ellipseMode(CENTER); ellipse(35, 35, 50, 50); ellipseMode(CORNER); fill(102); ellipse(35, 35, 50, 50);

rectMode



rectMode(CENTER); rect(35, 35, 50, 50); rectMode(CORNER); fill(102); rect(35, 35, 50, 50);

http://processing.org/reference/ellipseMode_.html http://processing.org/reference/rectMode_.html

Dropbox

https://www.dropbox.com/

Processing.JS

- A Javascript implementation of Processing
- Runs in any modern web browser
 Does not run well in IE8 and under
- Most of Processing is implemented
 - Images are processed slowly
 - No file IO
- http://processingjs.org

Studio Sketchpad

 Collaboratively edit, run and chat about a Processing.js program

- http://sketchpad.cc
- http://studio.sketchpad.cc