| CMSC B110: Introduction to Computing |  |  |
| :---: | :---: | :---: |
| Spring 2012 - Section 1 |  |  |
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| Lectures | Grading |  |
| Tues/Thurs 4-5:30 pm in Park 349 | - 7 Assignments | 42\% |
|  | - 6 Problem Sets | 18\% |
| Labs | - Exam 1 | 20\% |
| Tues/Thurs 5:30-6:30 pm in Park 231 | - Exam 2 | 20\% |
|  | Total | 100\% |
| Tues/Thurs 1-4 pm by arrangement in Park 250 |  |  |


| What is Computing? |
| :---: |
|  |



Computing: Productivity...



Computing: Entertainment...




- 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

"Computer science is no more about computers than astronomy is about telescopes"
- Edsger Dijkstra
$\square$


## Fastest Growing Occupations

Computing is important.

| 2008 National Employment Matrix title and code | Employment |  | Change, 2008-18 |  | Median Annual wage quartile, 2008 |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  | 2008 | 2018 | Number | Percent |  |
| 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 |
| Source: Employment Projections Program, U.S. Department of Labor, U.S. Bureau of Labor Statistics |  |  |  |  |  |




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


## 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...


What can be programmed?




## What is a Computer Program?

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

A text file.


## 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!


|  | 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) |


http://processing.org/reference/


Coordinate System


## 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( $x$ 1, $\left.y^{1}, x^{2}, y^{2}\right)$;
triangle( $\left.x 1, y 1, x 2, y 2, x 3, y^{3}\right)$;
quad( $x$ 1, $y$ 1, $\left.x 2, y^{2}, x 3, y 3, x 4, y^{4}\right)$;
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?

## Shape Formatting

1. Fill color
2. Line thickness
3. Line color


These are properties of your paintbrush, 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() ;
-_ StrokeWeight (1); // Default
line (20, 20, 80, 20);
strokeWeight (4); // Thicker
line (20, 40, 80, 40);
strokeWeight (10); // Beastly
line (20, 70, 80, 70);
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

