CSC148 fall 2013
Introduction to computer science
week 1

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Outline

Introduction

object-oriented design
What’s CSC148 about?

- well first, CSC108 was about if statements, loops, function definitions and calls, lists, dictionaries, searching, sorting, classes, documentation style. So you’ve got all that down...

- ...otherwise, sign up for the CSC148 ramp-up session September 14th or 21st, 10–4

148rampup@cs.toronto.edu <write soon!>
But what’s CSC148 about?

- how to understand and write a solution for a real-world problem
  - write specifications, translate into code

- abstract data types (ADTs) to represent and manipulate information

- recursion: clever functions that call themselves
  - define lots of these

- exceptions: how to deal with unexpected situations

- design: how to structure a program
  - focus on object-oriented paradigms, touch on other paradigms
  - functional, imperative
How’s this course run?

All answers in course information sheet. Spoiler alert: meaning of life is 42...
Here are some built-in objects to fool around with:

```python
>>> w1 = "words"
>>> w2 = "swords"[1:]
>>> w1 is w2
False
>>> import turtle
>>> t = turtle.Turtle()
>>> t.pos()
(0.00,0.00)
>>> t.forward(100)
```
python infested by objects

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