

Week 1

EECS 183



Week 1

EECS 183

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maximal.io

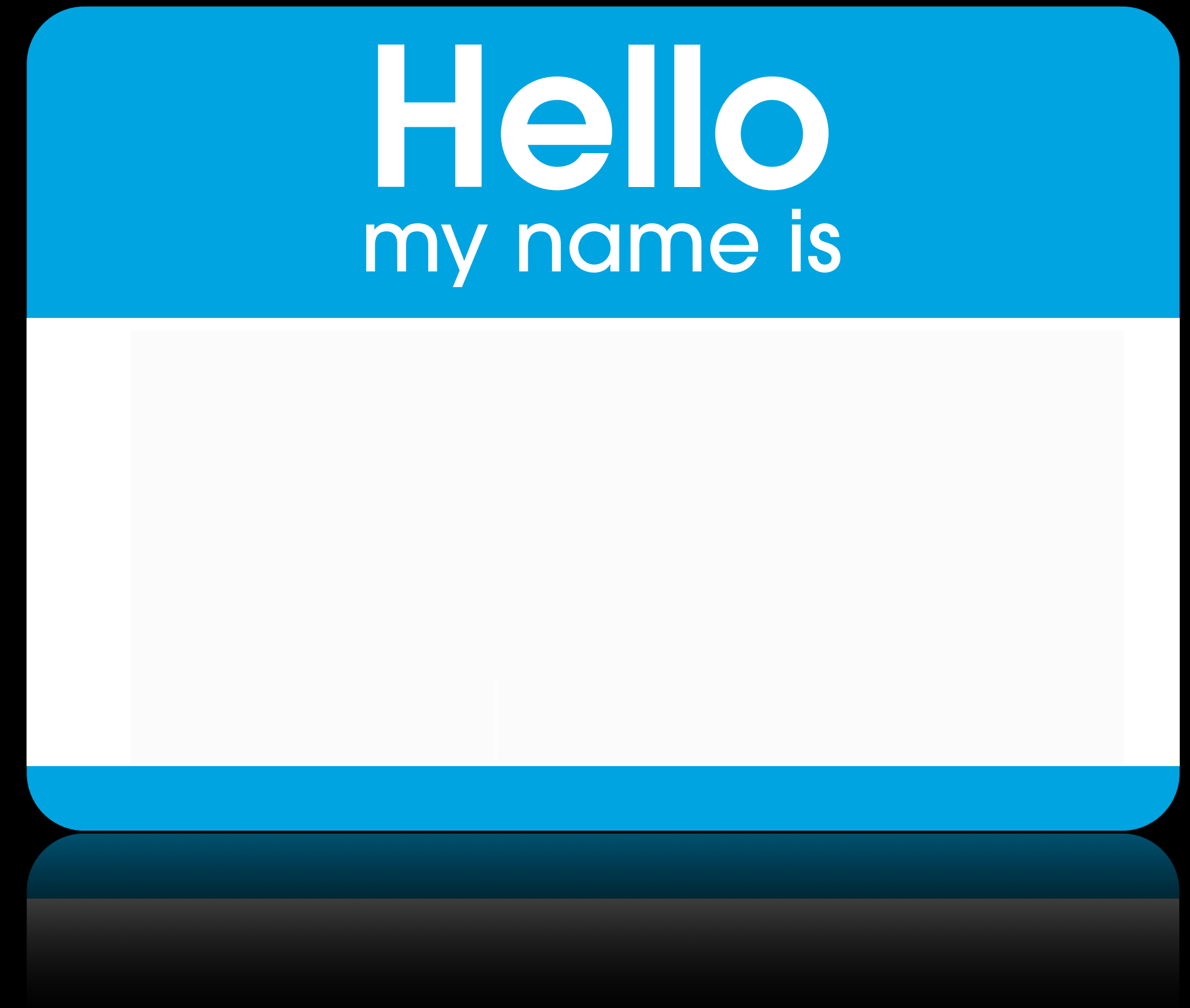
Romance Languages, Computer
Science, Business

iWork team at Apple

Web development

iOS, OS X, tvOS, watchOS apps

Photography, Italianissimo, linguistics, tennis, traveling



`maximal.io/eeecs183`

slides, notes, source code, links, et cetera

Discussion section

Review

New examples

Practice coding problems

Exam-style questions

Handouts

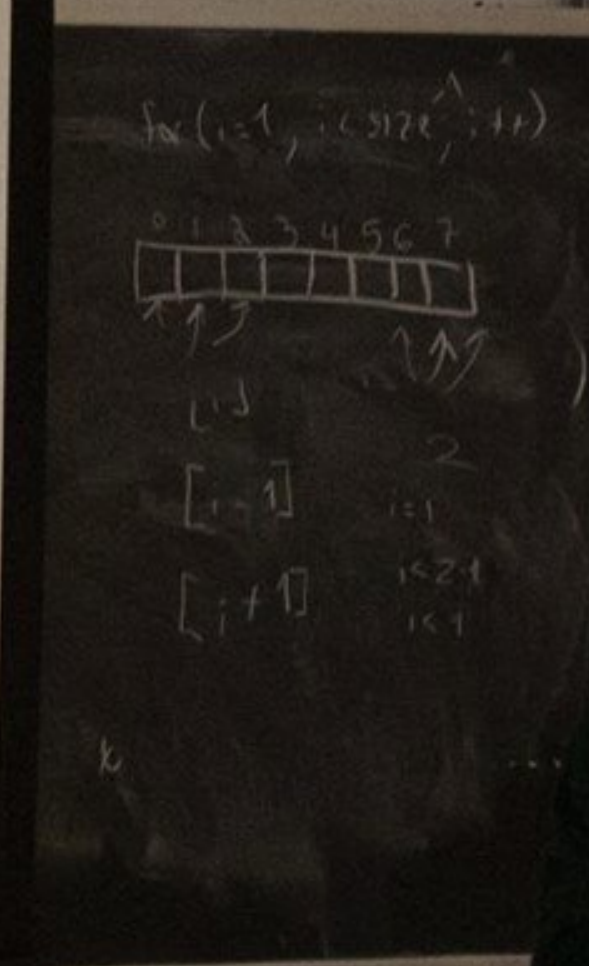
Project tips

Q&A

Discussion section

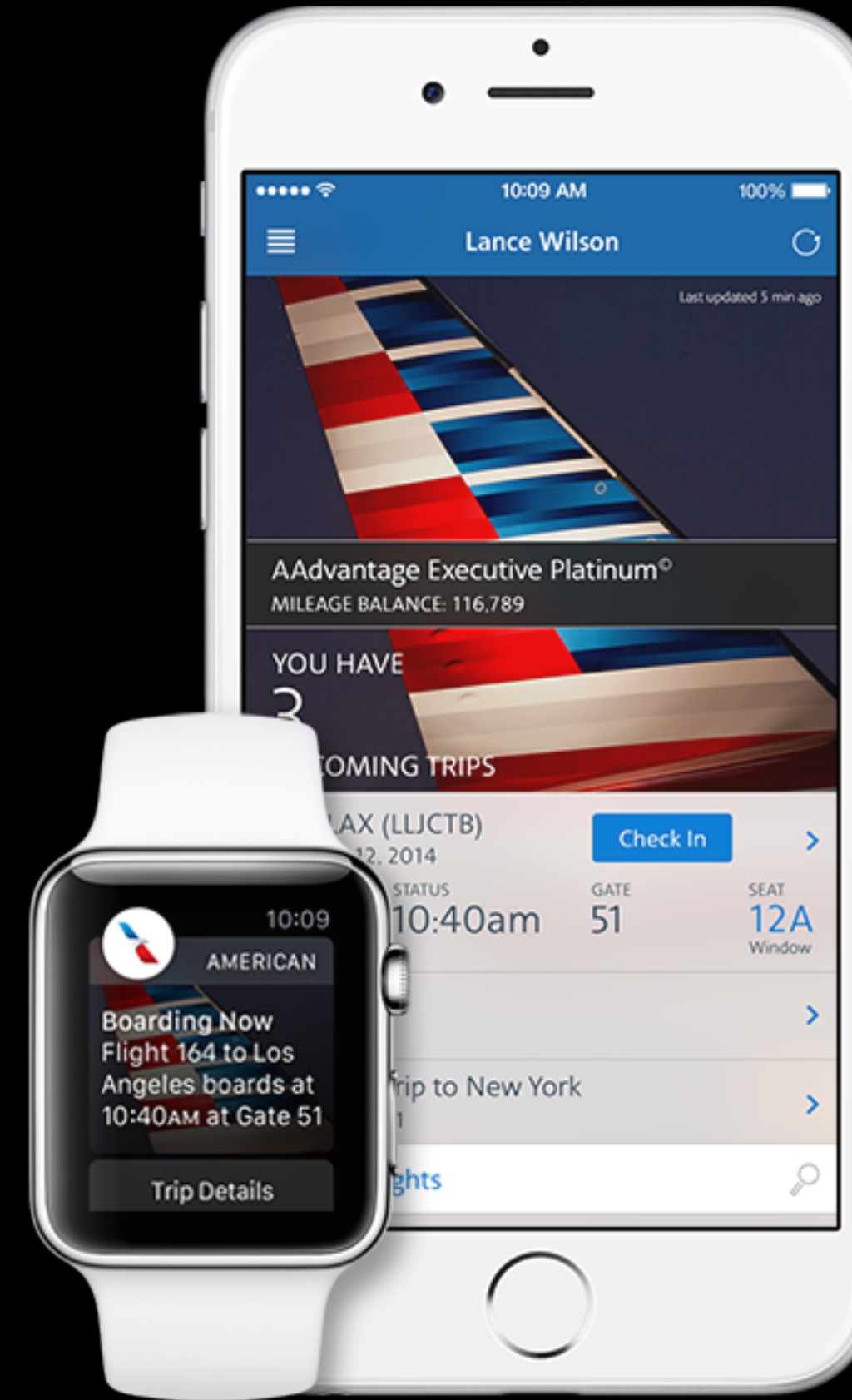
Arrays

```
type name[SIZE];
```



Discussion section

HTML



Expectations

Lectures and discussion sections

Zyante

Six assignments

Four projects

Two exams

Final project

Deadlines

Today
22

Assignment 0

Friday
22

Assignment 1

Friday
15

Project 1

How to get help



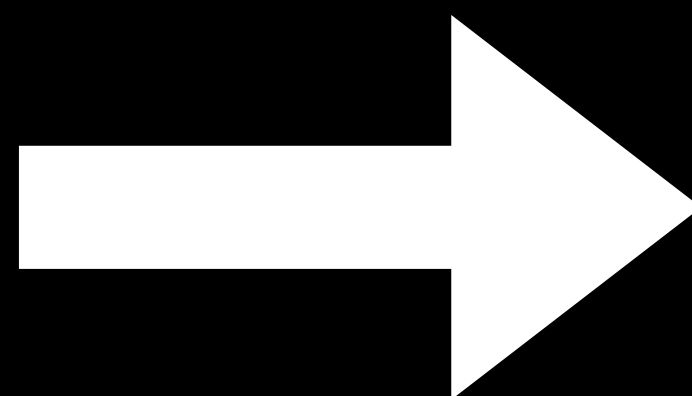
How to get help

0. Google

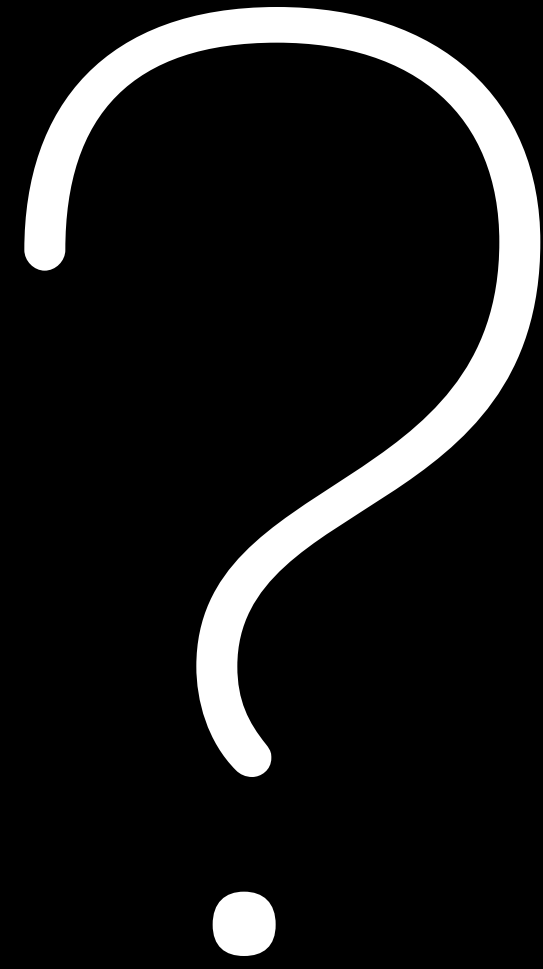
1. Piazza

2. Office hours

Back up your files



Elementary Programming Concepts



Programming

Programming

≠

Computer Science

Programming

!=

Computer Science

Computational thinking

inputs → algorithms → outputs

Algorithms



SCHEDULE A
(Form 1040)

Department of the Treasury
Internal Revenue Service (99)

Name(s) shown on Form 1040

Itemized Deductions

► Information about Schedule A and its separate instructions is at www.irs.gov/schedulea.
► Attach to Form 1040.

OMB No. 1545-0074

2014
Attachment
Sequence No. 07

Your social security number

	Caution. Do not include expenses reimbursed or paid by others.			
Medical and Dental Expenses	1 Medical and dental expenses (see instructions)	1		
	2 Enter amount from Form 1040, line 38 2			
	3 Multiply line 2 by 10% (.10). But if either you or your spouse was born before January 2, 1950, multiply line 2 by 7.5% (.075) instead	3		
	4 Subtract line 3 from line 1. If line 3 is more than line 1, enter -0-			4
Taxes You Paid	5 State and local (check only one box): a ☐ Income taxes, or b ☐ General sales taxes }	5		
	6 Real estate taxes (see instructions)	6		
	7 Personal property taxes	7		
	8 Other taxes. List type and amount ►	8		
	9 Add lines 5 through 8			9
	Interest You Paid	10 Home mortgage interest and points reported to you on Form 1098	10	
Note. Your mortgage interest deduction may be limited (see instructions).	11 Home mortgage interest not reported to you on Form 1098. If paid to the person from whom you bought the home, see instructions and show that person's name, identifying no., and address ►			
		11		
	12 Points not reported to you on Form 1098. See instructions for special rules	12		
	13 Mortgage insurance premiums (see instructions)	13		
	14 Investment interest. Attach Form 4952 if required. (See instructions.)	14		
	15 Add lines 10 through 14			15
Gifts to Charity	16 Gifts by cash or check. If you made any gift of \$250 or more, see instructions.	16		
	17 Other than by cash or check. If any gift of \$250 or more, see instructions. You must attach Form 8283 if over \$500	17		
	18 Carryover from prior year	18		
	19 Add lines 16 through 18			19
Casualty and Theft Losses	20 Casualty or theft loss(es). Attach Form 4684. (See instructions.)			20
Job Expenses and Certain Miscellaneous Deductions	21 Unreimbursed employee expenses—job travel, union dues, job education, etc. Attach Form 2106 or 2106-EZ if required. (See instructions.) ►	21		
	22 Tax preparation fees	22		
	23 Other expenses—investment, safe deposit box, etc. List type and amount ►			
		23		
	24 Add lines 21 through 23	24		
	25 Enter amount from Form 1040, line 38 25			
	26 Multiply line 25 by 2% (.02)	26		
	27 Subtract line 26 from line 24. If line 26 is more than line 24, enter -0-			27
Other Miscellaneous Deductions	28 Other—from list in instructions. List type and amount ►			28
Total Itemized Deductions	29 Is Form 1040, line 38, over \$152,525? ☐ No. Your deduction is not limited. Add the amounts in the far right column for lines 4 through 28. Also, enter this amount on Form 1040, line 40. ☐ Yes. Your deduction may be limited. See the Itemized Deductions Worksheet in the instructions to figure the amount to enter.			29
	30 If you elect to itemize deductions even though they are less than your standard deduction, check here ☐			

Pseudocode

m.socratic.com

Room EECS183

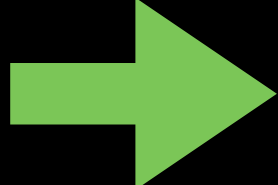


Programming languages

```
cout << "hello world!";
```

```
#include <iostream>
using namespace std;

int main() {
    cout << "Hello, world!" << endl;
    return 0;
}
```

```
#include <iostream>
using namespace std;

int main() {
    cout << "Hello, world!" << endl;
    return 0;
}
```

```
#include <iostream>  
→ using namespace std;
```

```
int main() {  
    cout << "Hello, world!" << endl;  
    return 0;  
}
```

```
#include <iostream>
using namespace std;
```



```
int main() {
    cout << "Hello, world!" << endl;
    return 0;
}
```



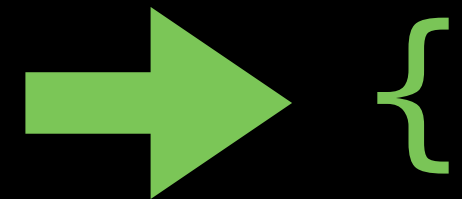
```
#include <iostream>  
using namespace std;
```

```
int main() {  
    cout << "Hello, world!" << endl;  
    return 0;
```

```
→ }
```

```
#include <iostream>
using namespace std;
```

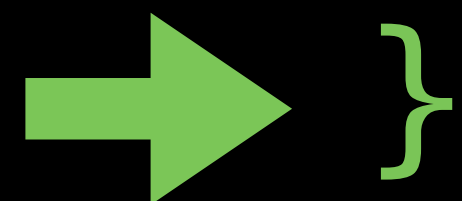
```
int main()
```



```
{
```

```
    cout << "Hello, world!" << endl;
```

```
    return 0;
```



```
}
```

```
#include <iostream>  
using namespace std;
```

```
int main() {  
    cout << "Hello, world!" << endl;  
    return 0;
```

```
→ }
```



```
#include <iostream>
using namespace std;
```

```
int main() {
    ➡ cout << "Hello, world!" << endl;
    return 0;
}
```



```
#include <iostream>
using namespace std;
```

```
int main() {  
    cout << "Hello, world!" << endl;  
    return 0;  
}
```



```
#include <iostream>
using namespace std;

int main() {
    cout << "Hello, world!" << endl;
    return 0;
}
```



```
#include <iostream>
using namespace std;

int main() {
    cout << "Hello, world!" << endl;
    return 0;
}
```




```
#include <iostream>
using namespace std;

int main() {
    cout << "Hello, world!\n";
    return 0;
}
```




```
#include <iostream>
using namespace std;

int main() {
    cout << "Hello, world!" << endl;
    return 0;
}
```



```
#include <iostream>
using namespace std;
```

```
int main() {
    cout << "Hello, world!" << endl;
    return 0;
}
```



```
#include <iostream>
using namespace std;
```

```
int main() {
    cout << "Hello, world!" << endl;
    return 0;
}
```




```
#include <iostream>
using namespace std;

int main() {
    cout << "Hello, world!" << endl;
}
```

source code



compiler



object code

10000011	00000001	00010001	00000000	00111101	11111100	01110100	00111101
00000000	01000000	00000000	00000000	00000000	00000000	00000000	00000000
10010000	00000000	00000000	00000000	01010000	00000000	00000111	00110000
00001011	00000001	00001011	00000011	00001010	00000000	00000000	00000000
00000000	00000000	00000000	01000000	00000001	00000000	00000000	00000000
00000000	00100000	00000000	01000000	00000001	00000000	00000000	00000000
11111111	11111111	11111111	11111111	11111111	11111111	11111111	11111111
10010000	10000000	00000000	01000000	00000001	00000000	00000000	00000000
00101110	01100100	01111001	01101110	01100001	01101101	01101001	01100011
10110000	00000100	00000000	00100000	00000001	00000000	00000000	00000000
00000000	00100000	00000000	00000000	00000000	00000000	00000000	00000000
00000000	00100000	00000000	00000000	00000000	00000000	00000000	00000000
00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000
01110000	00010000	00000000	00100000	00000001	00000000	00000000	00000000
00000000	00000000	00000000	00100000	00000001	00000000	00000000	00000000
10110000	00000100	00000000	00100000	00000001	00000000	00000000	00000000
10100000	00000001	00000000	00000000	00000000	00000000	00000000	00000000
10110000	00000100	00000000	00000000	00000000	00000000	00000000	00000000
00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000
00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000

...

IDE (integrated development environment)



eecs183.org/xcode



eecs183.org/vs

Variables

```
int b;
```

```
b = 2;
```

```
int a = 1;
```

```
a = b;
```

```
b = 5;
```


Variables

```
int b;
```

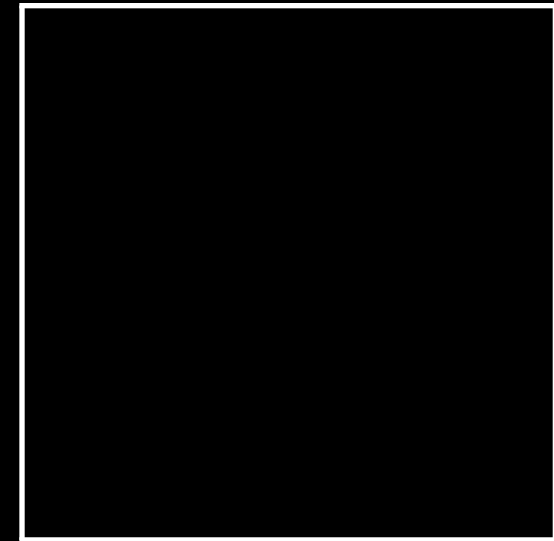
```
b = 2;
```

```
int a = 1;
```

```
a = b;
```

```
b = 5;
```

b



Variables

```
int b;
```

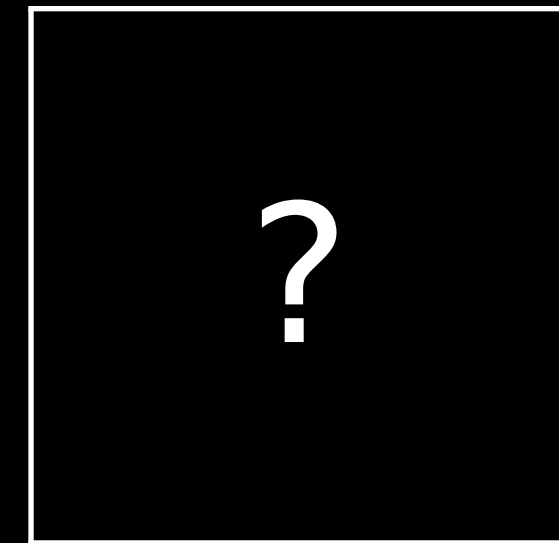
```
b = 2;
```

```
int a = 1;
```

```
a = b;
```

```
b = 5;
```

b



Variables

```
int b;
```

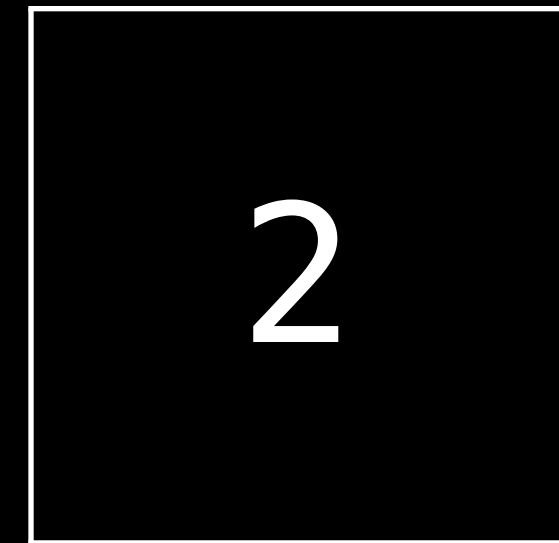
```
b = 2;
```

```
int a = 1;
```

```
a = b;
```

```
b = 5;
```

b



Variables

```
int b;
```

```
b = 2;
```

```
int a = 1;
```

```
a = b;
```

```
b = 5;
```

b

2

a

1

Variables

```
int b;
```

```
b = 2;
```

```
int a = 1;
```

```
a = b;
```

```
b = 5;
```

b

2

a

2

Variables

```
int b;
```

```
b = 2;
```

```
int a = 1;
```

```
a = b;
```

```
b = 5;
```

b

5

a

2

Types of variables

bool	true, false
char	'a', 'b', '1', '!', ' ', '\n', ...
int	-1, 0, 1, 2, ...
double	-1.5, 1.0, 3.14, ...
string	"hello", "EECS 183", "a", "", ...

```
int elligence;  
string cheese;  
double speed;
```


Escape sequences

`\n` `\t` `\'` `\"` `\\` `...`

Operators

+ - * / % =

%

I/O (input/output)

```
#include <iostream>
using namespace std;

int main() {
    cout << "Please give me an int " << endl;
    int n;
    cin >> n;
    cout << "Thanks for the " << n << "!" << endl;
}
```

runway.maximal.io

The screenshot displays the runway.maximal.io web interface. At the top, the browser address bar shows the URL 198.199.65.157/section. Below the browser, there is a navigation bar with buttons for 'Navigator', 'Run', 'C++', 'Download', 'Save Revision', 'Info', 'History', and 'Users'. The 'Users' button is currently selected.

The main area is divided into two panels. The left panel contains a C++ code editor with the following code:

```
1 #include <iostream>
2 #include <string>
3 using namespace std;
4
5 int main() {
6     cout << "Enter your name: ";
7     string name;
8     getline(cin, name);
9     cout << "hello " << name << "!" << endl;
10 }
11
```

The right panel, titled 'Users', shows a list of users. The first user is 'Maxim (you)', with a pencil icon next to the name indicating it can be edited.

Below the code editor, there is a status bar showing a green checkmark and the text 'Finished in 1.90s'. To the right of this status bar is a 'Clear Console' button.

The console output at the bottom of the interface shows the following text:

```
Enter your name: Maxim
hello Maxim!
```

Percentages

Ask the user for a numerator, ask the user for a denominator and print the fraction as a percent.

Numerator: 1
Denominator: 5
20%

Please go to **m.socrative.com** (room eecs183)

Answer this for Question 3:

A. Name five data types in C++.

B. What does `\"` do?

See you next week!

to be continued...