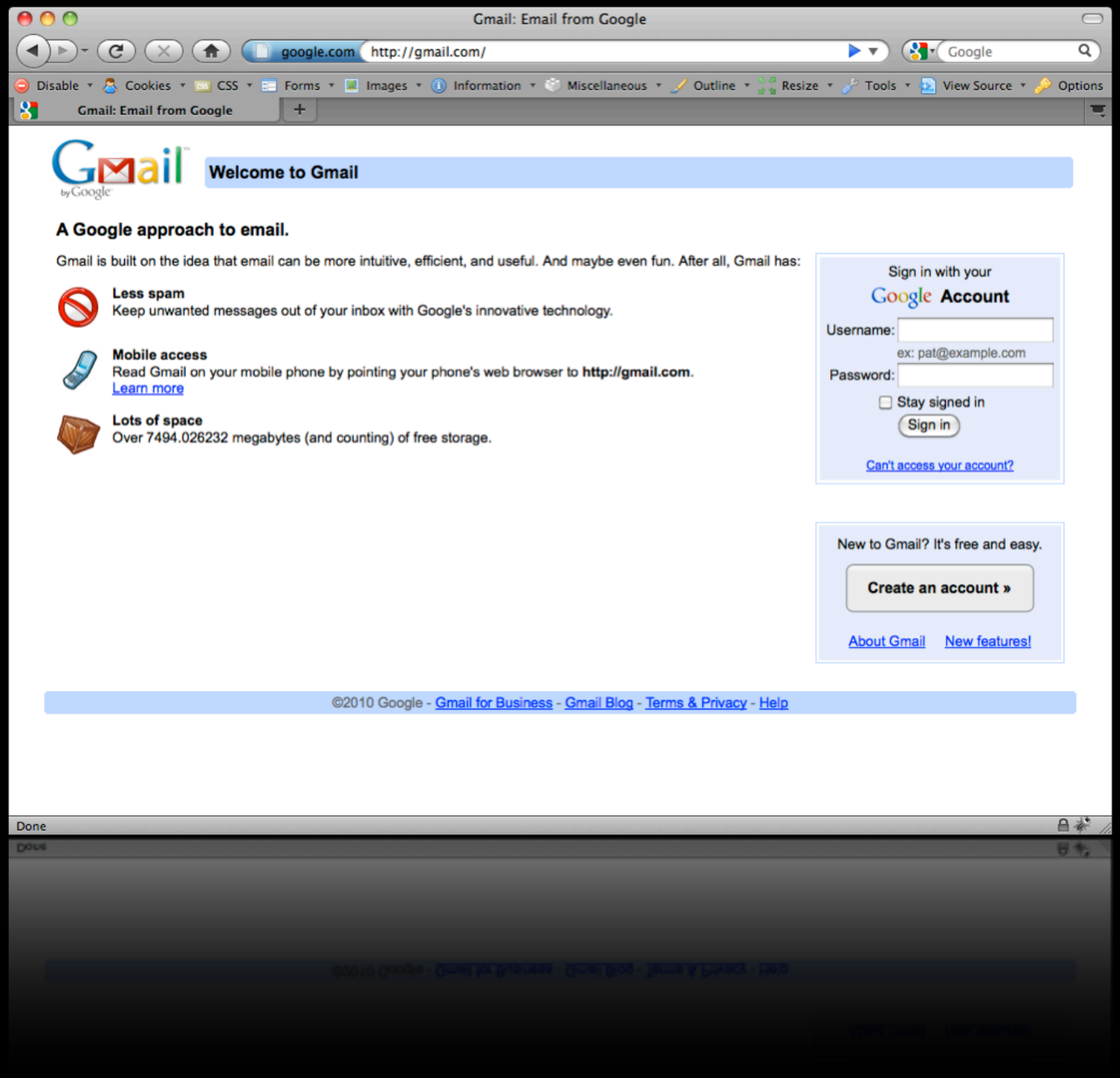
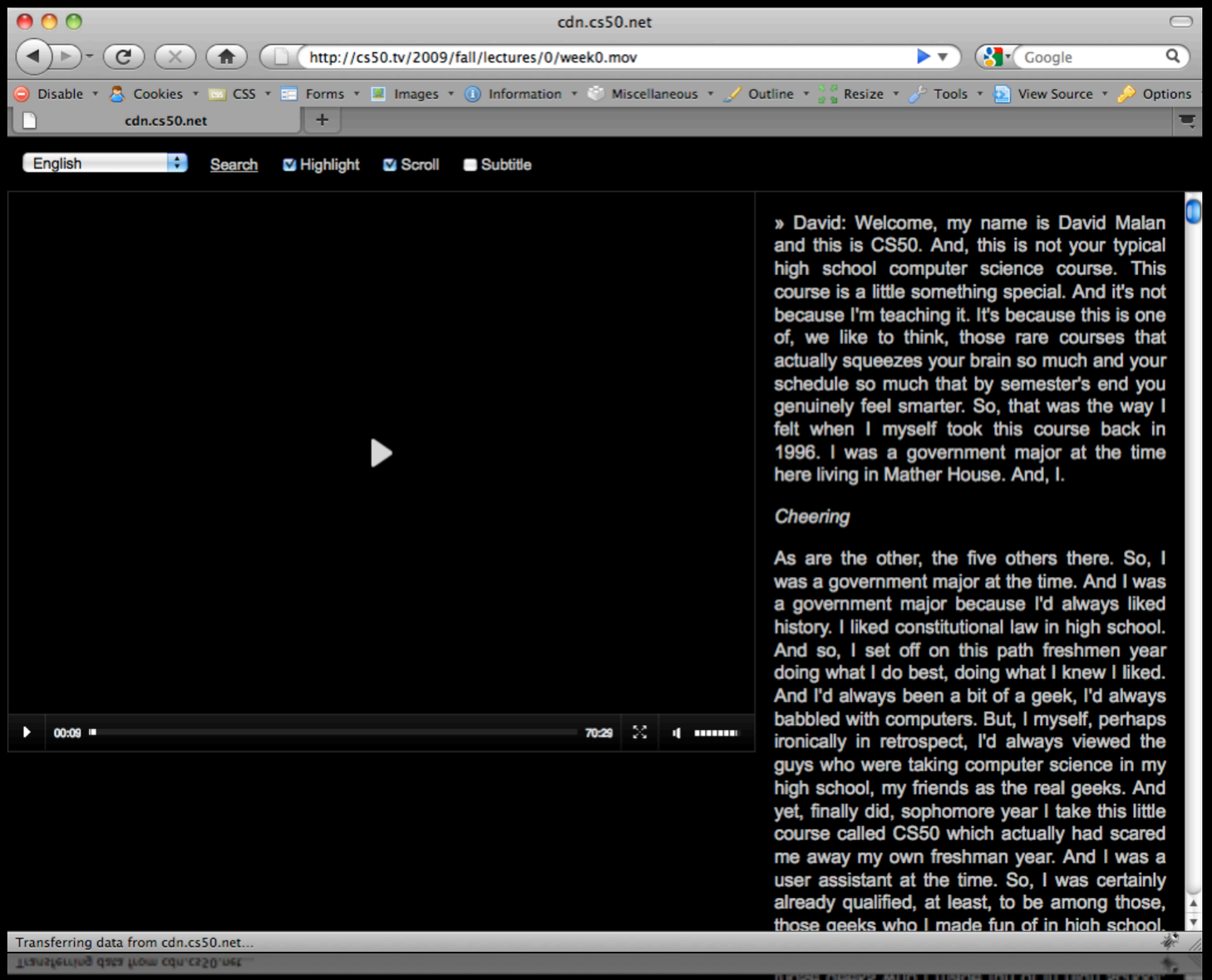
This is CS50:

I'll create a GUI interface using Visual Basic,
see if I can track an IP address.

priority inbox



last time...


cdn.cs50.net
http://cs50.tv/2009/fall/lectures/0/week0.mov
Google
Disable
Cookies
CSS
Forms
Images
Information
Miscellaneous
Outline
Resize
Tools
View Source
Options
cdn.cs50.net
English
Search
Highlight
Scroll
Subtitle
00:09
70:29
» David: Welcome, my name is David Malan and this is CS50. And, this is not your typical high school computer science course. This course is a little something special. And it's not because I'm teaching it. It's because this is one of, we like to think, those rare courses that actually squeezes your brain so much and your schedule so much that by semester's end you genuinely feel smarter. So, that was the way I felt when I myself took this course back in 1996. I was a government major at the time here living in Mather House. And, I.
Cheering
As are the other, the five others there. So, I was a government major at the time. And I was a government major because I'd always liked history. I liked constitutional law in high school. And so, I set off on this path freshmen year doing what I do best, doing what I knew I liked. And I'd always been a bit of a geek, I'd always babbled with computers. But, I myself, perhaps ironically in retrospect, I'd always viewed the guys who were taking computer science in my high school, my friends as the real geeks. And yet, finally did, sophomore year I take this little course called CS50 which actually had scared me away my own freshman year. And I was a user assistant at the time. So, I was certainly already qualified, at least, to be among those, those geeks who I made fun of in high school.
Transferring data from cdn.cs50.net...

what ultimately matters in this course is not so much where you end up relative to your classmates but where you, in Week 12, end up relative to yourself in Week 0

can take CS50 Pass/Fail or for a letter grade

the course is not graded on a curve

those less comfortable and somewhere in between
are not at a disadvantage vis-à-vis
those more comfortable

each student's final grade is individually determined at term's end after input from the teaching fellows

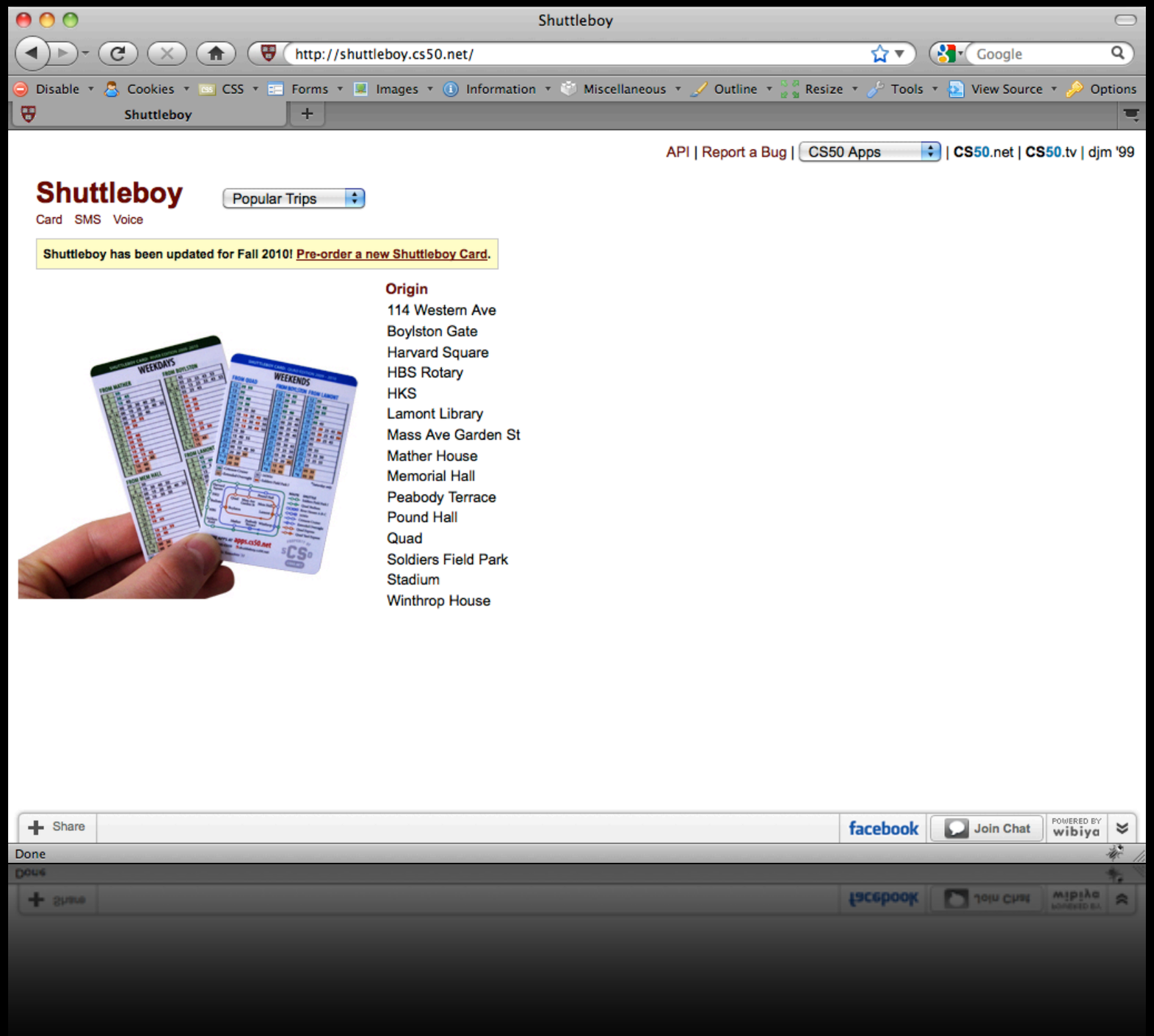
psets

9 late days, drop lowest score, standard + Hacker editions

support structure

scribe notes,
searchable transcripts,
150+ office hours per week,
support forums,
help@cs50.net,
...

shuttleboy.cs50.net



617-BUG-CS50

SHUTTLEBOY CARD: RIVER EDITION 2009–2010

WEEKDAYS

FROM MATHER

5	50
6	20 45
7	10 40
8	00 20 30 40 50
9–14	00 10 20 30 40 50
15	00 20 40
16	00 30 55
17	20 50
18	20
19	00 40
20	20 55
21	25 45
22	10 30
23	00 15 45
0	00 25 40
1–3	10 40
*4	10 40

FROM BOYLSTON

7	43
8	03 23 33 53
9–14	03 13 23 33 43 53
15	03 23 43
16	03 35
17	00 30
18	00 30
19	10 50
20	25
21	00 30 50
22	15 35
23	05 25 50
0	05 30 45
1–3	15 45
*4	15 45

FROM LAMONT

5	45
6	15 40
7	05 55
8	15 35 45 55
9–14	05 15 25 35 45 55
15	05 15 35 55
16	15 50
17	15 45
18	15 55
19	35
20	15 50
21	10 55
22	15 40
23	00 30 45
0	10 15
1–3	05 35
*4	05 35

FROM MEM HALL

7	50
8	10 30 40 50
9–14	00 10 20 30 40 50
15	00 10 30 50
16	10 45
17	10 40
18	10 50
19	30
20	10 45
21	05 50
22	10 35 55
23	25 40
0	05
1–3	00 30
*4	00 30

00–Quad Stadium 00–Extended O/N 00–River Houses A-B-C 00–Mather Exp.

**Friday only*

SHUTTLEBOY CARD: QUAD EDITION 2009–2010

WEEKENDS

FROM QUAD

12	20 55
13	30
14	05 40
15	15 50
16	20 30 50
17	10 15 30 45 50
18	10 15 30 45 50
19	10 15 30 45 50
20	10 30
21	15 40 55
22	20 35
23	00 10 40 50
0	20 30 50
1–3	20 50
*4	20 50

FROM BOYLSTON

12	10 45
13	20 55
14	30
15	05 40
16	15 20 40
17	00 20 40
18	00 20 40
19	00 20 40
20	00 20
21	05 30 45
22	10 25 50
23	05 30 40
0	10 20 45
1–3	15 45
*4	15 45

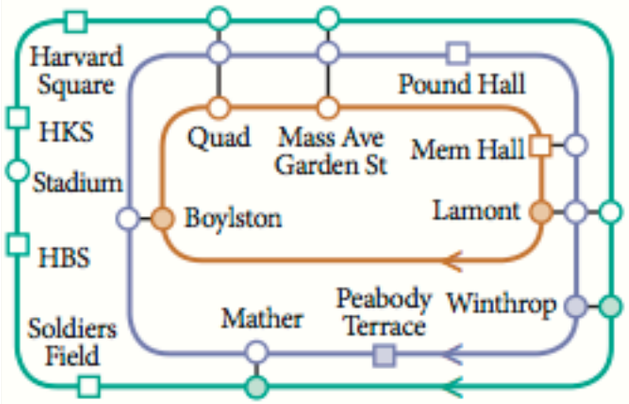
FROM LAMONT

12	35
13	10 45
14	20 55
15	30
16	05 45
17	05 25 45
18	05 25 45
19	05 25 45
20	05 45
21	30 55
22	10 35 50
23	15 25 55
0	05
1–3	05 35
*4	05 35

00–Crimson Cruiser 00–1636'er

00–Extended Overnight 00–Soldiers Field Park I

**Saturday only*



ROUTE SHUTTLE

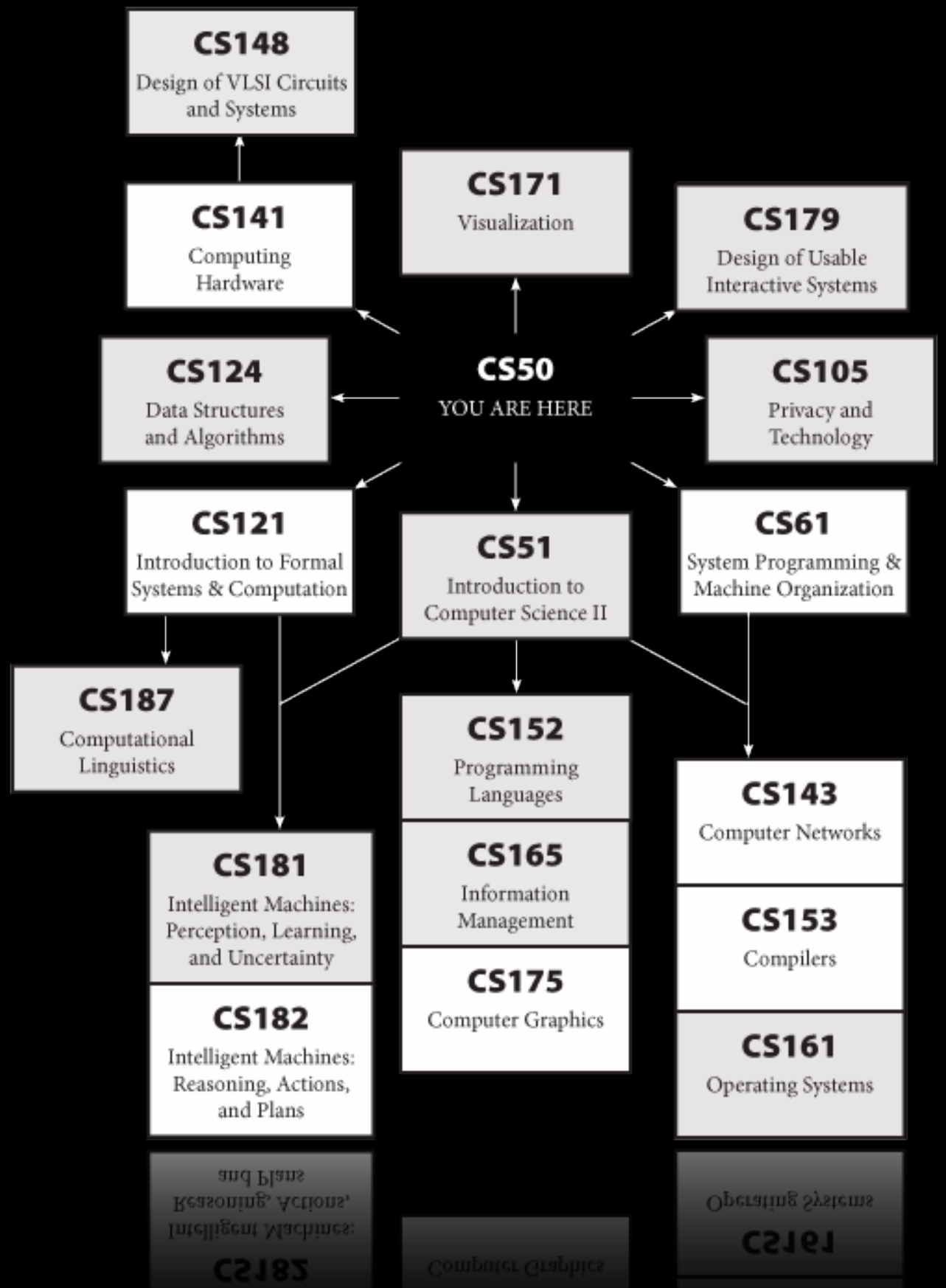
- Soldiers Field Park I
- Quad Stadium
- River Houses A-B-C
- 1636'er
- Crimson Cruiser
- Extended Overnight
- Quad Express
- Quad Yard Express

MORE APPS AT **apps.cs50.net**

☎617-BUG-CS50 shuttleboy.cs50.net

Design: Yuhki Yamashita '11

PROPERTY OF CS50 CS50.NET


CS148
Design of VLSI Circuits and Systems
CS141
Computing Hardware
CS171
Visualization
CS179
Design of Usable Interactive Systems
CS124
Data Structures and Algorithms
CS50
YOU ARE HERE
CS105
Privacy and Technology
CS121
Introduction to Formal Systems & Computation
CS51
Introduction to Computer Science II
CS61
System Programming & Machine Organization
CS187
Computational Linguistics
CS152
Programming Languages
CS143
Computer Networks
CS181
Intelligent Machines: Perception, Learning, and Uncertainty
CS165
Information Management
CS153
Compilers
CS182
Intelligent Machines: Reasoning, Actions, and Plans
CS175
Computer Graphics
CS161
Operating Systems

I talk about cs50 so much that my teammates implemented a cs50-talk tax.

I get charged $1 for each mention of the class,
I already owe $20 dollars and haven't been able to talk for more than five minutes without getting called out on it.

FML

1000 100 10 1

8 4 2 1

I NEED YOU TO SIGN OFF ON MY PHYS-ED HOMEWORK.

THIS SAYS YOU'RE SUPPOSED TO DO 100 SIT-UPS. YOU REALLY DID THAT MANY?

I DID FOUR.

FOUR ISN'T 100, JASON.

ALLOW ME TO EXPLAIN THE CONCEPT OF BINARY NUMBERS.

ALLOW ME TO EXPLAIN THE TERM "FAT CHANCE."

http://www.foxtrot.com/

Code	Char	Code	Char	Code	Char	Code	Char	Code	Char	Code	Char
32	[space]	48	0	64	@	80	P	96	`	112	p
33	!	49	1	65	A	81	Q	97	a	113	q
34	"	50	2	66	B	82	R	98	b	114	r
35	#	51	3	67	C	83	S	99	c	115	s
36	$	52	4	68	D	84	T	100	d	116	t
37	%	53	5	69	E	85	U	101	e	117	u
38	&	54	6	70	F	86	V	102	f	118	v
39	'	55	7	71	G	87	W	103	g	119	w
40	(	56	8	72	H	88	X	104	h	120	x
41	)	57	9	73	I	89	Y	105	i	121	y
42	*	58	:	74	J	90	Z	106	j	122	z
43	+	59	;	75	K	91	[	107	k	123	{
44	,	60	<	76	L	92	\	108	l	124	|
45	-	61	=	77	M	93	]	109	m	125	}
46	.	62	>	78	N	94	^	110	n	126	~
47	/	63	?	79	O	95	_	111	o	127	[backspace]

http://clydeandbonny.net/images/ascii-table.html

http://www.justcat.co.za/store/pc-accessories-c-1.html

```
1   socks_on_feet = 0
2   while socks_on_feet != 2
3       open sock drawer
4       look for sock
5       if you find a sock then
6           put on sock
7           socks_on_feet++
8           look for matching sock
9           if you find a matching sock then
10              put on matching sock
11              socks_on_feet++
12              close sock drawer
13          else
14              remove first sock from foot
15              socks_on_feet--
16      else
17          do laundry and replenish sock drawer
```

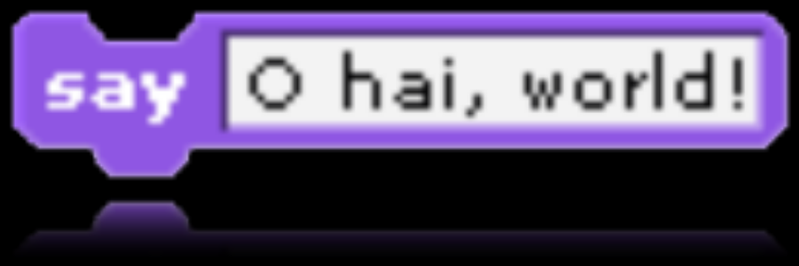
```c
#include <stdio.h>

int
main()
{
    printf("O hai, world!\n");
}
```

```
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 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
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
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
00000000 00000000 00000000 00000000 00000000 00100000 00000000 00000000
...
```

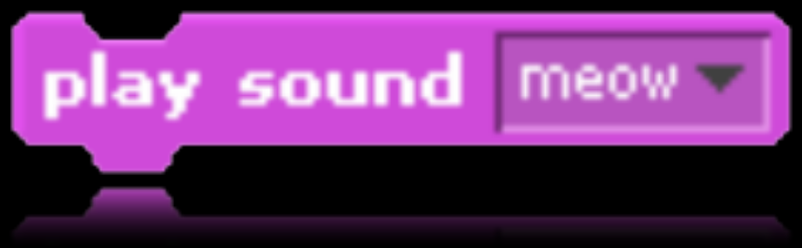
when clicked
say O hai, world!

statements

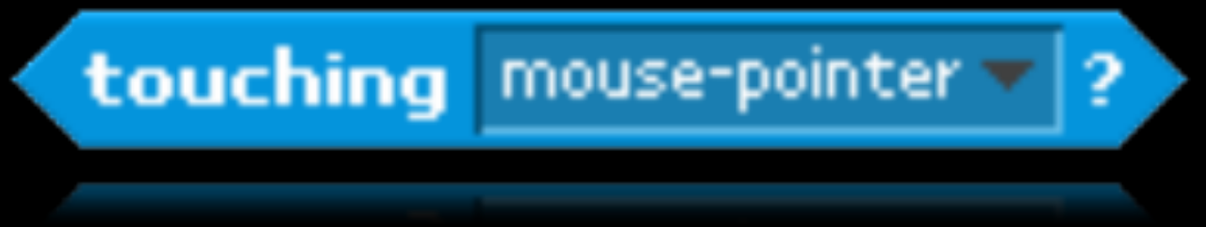


statements

statements



Boolean expressions



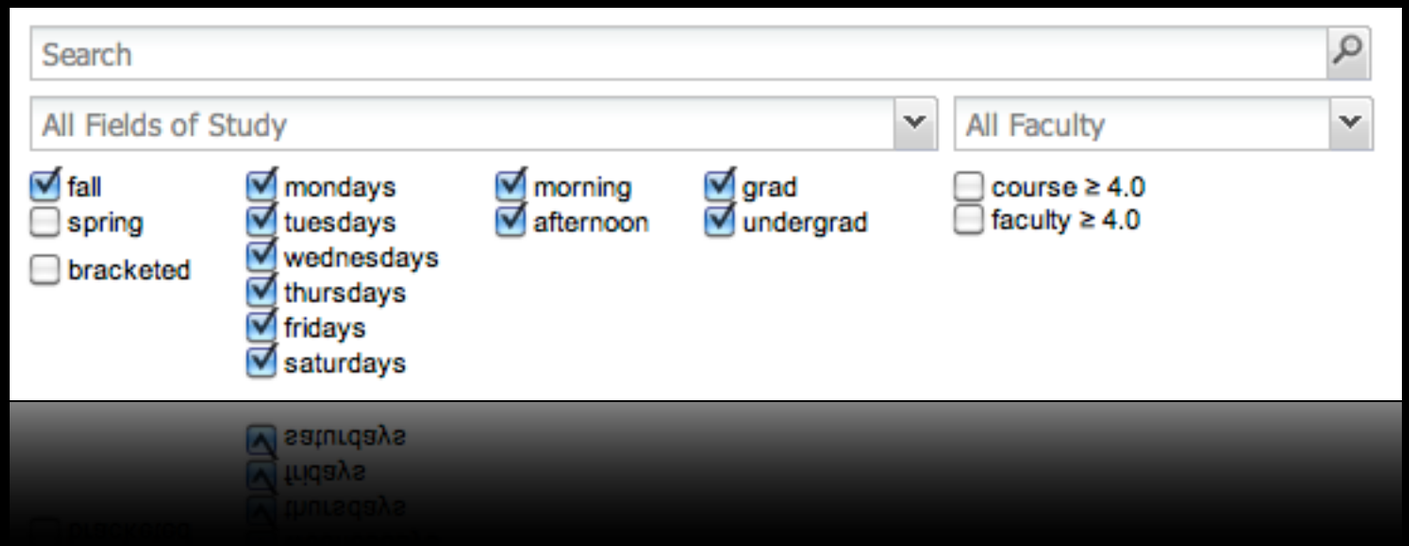
Boolean expressions

Boolean expressions

Boolean expressions

Boolean expressions

Boolean expressions



conditions

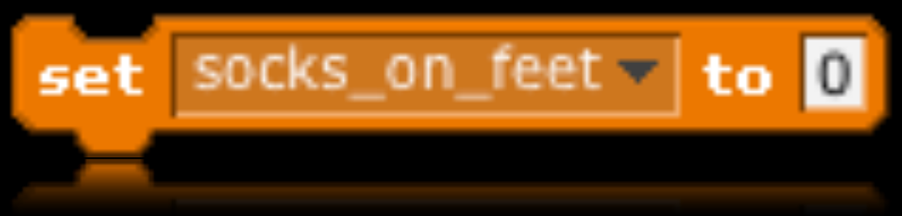
conditions

conditions

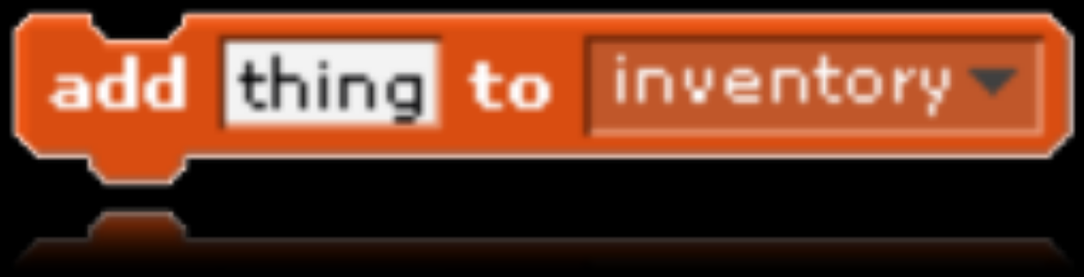
loops

loops

variables



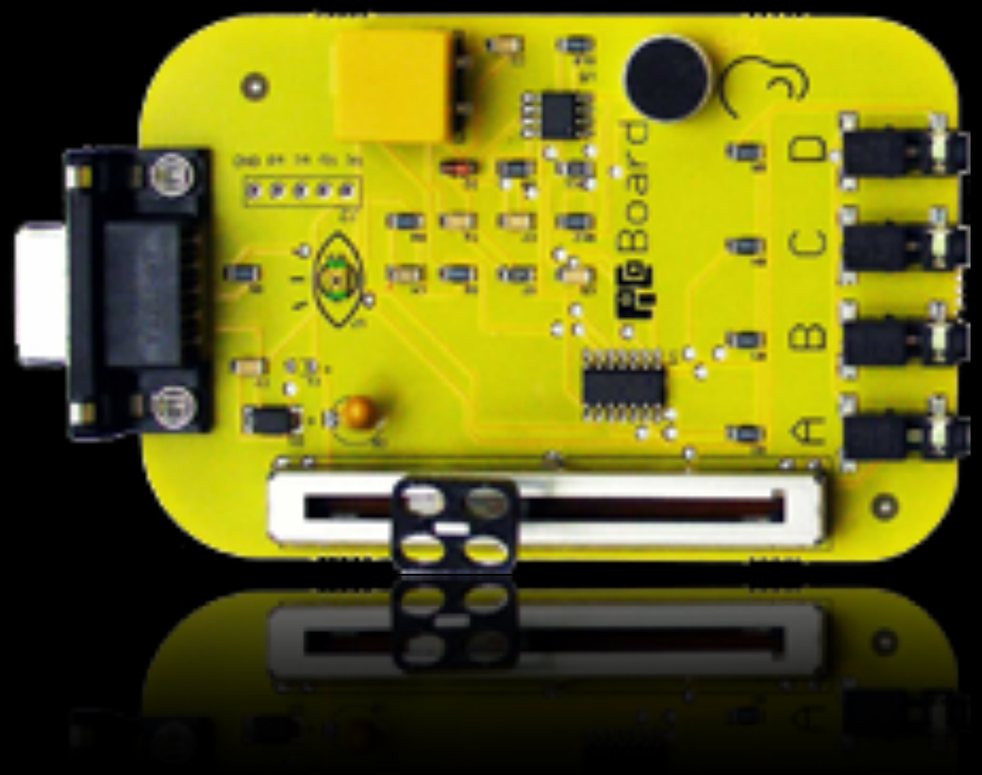
arrays



threads

events

sensors



O, hai!

to be continued...

This is CS50: