This is CS50.

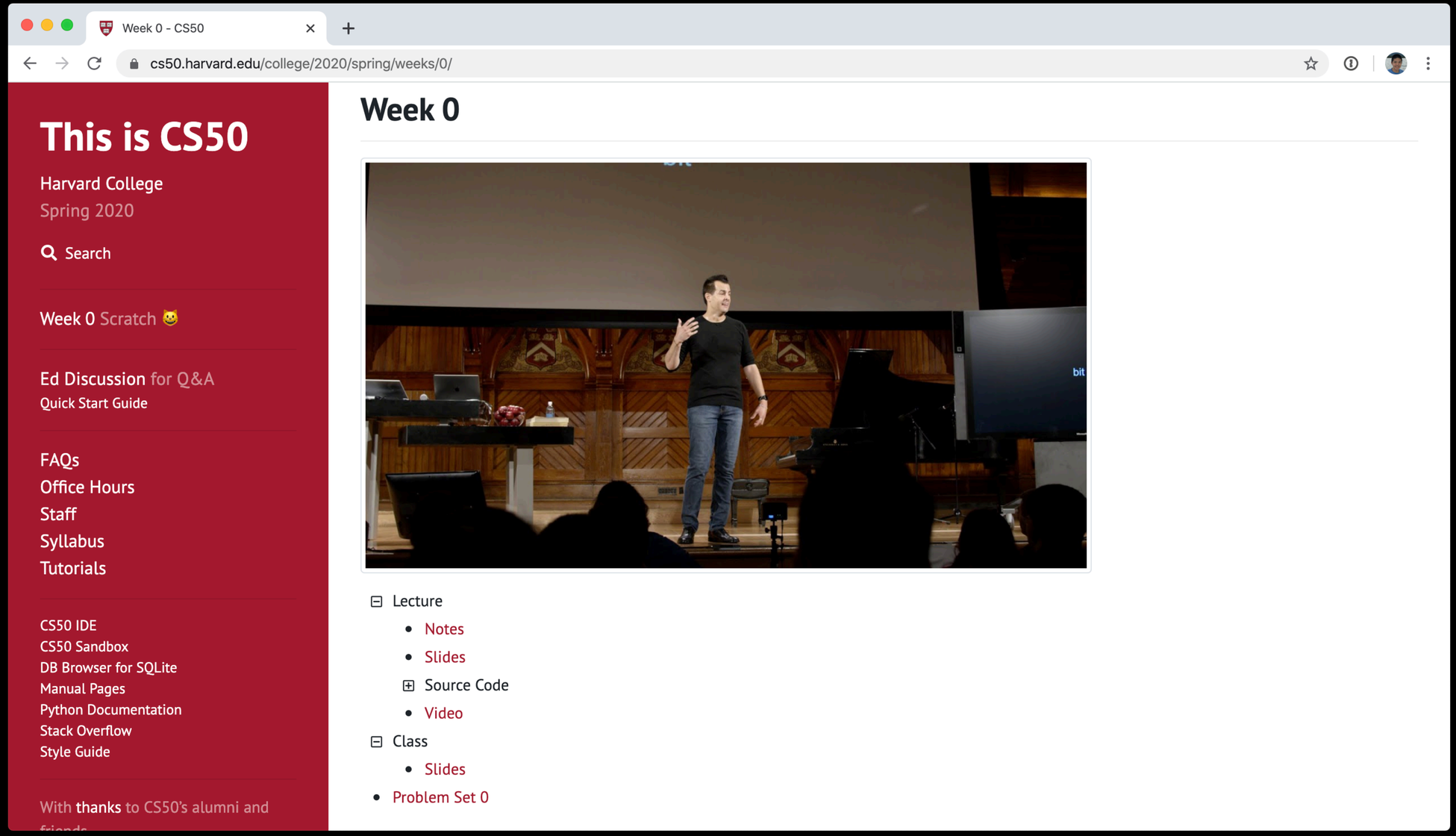
Weekly Schedule

Monday	watch lecture
Tuesday	submit quiz, attend class
Wednesday	tutorials
Thursday	tutorials
Friday	tutorials
Saturday	tutorials
Sunday	office hours, submit problem set

Lectures

- Watch online on Mondays
- Resources
    - Video
    - Notes
    - Slides
    - Source Code

Lectures


Week 0 - CS50
cs50.harvard.edu/college/2020/spring/weeks/0/
This is CS50
Harvard College
Spring 2020
Search
Week 0 Scratch
Ed Discussion for Q&A
Quick Start Guide
FAQs
Office Hours
Staff
Syllabus
Tutorials
CS50 IDE
CS50 Sandbox
DB Browser for SQLite
Manual Pages
Python Documentation
Stack Overflow
Style Guide
With thanks to CS50's alumni and
Week 0
Lecture
Notes
Slides
Source Code
Video
Class
Slides
Problem Set 0

Quizzes

- Short, open-book, take-home quiz
- Due by Tuesdays at 3pm

Class Meetings

- Tuesdays, 3pm-5:45pm
- Attendance expected
- Opportunity for review, questions, and interactive problem-solving

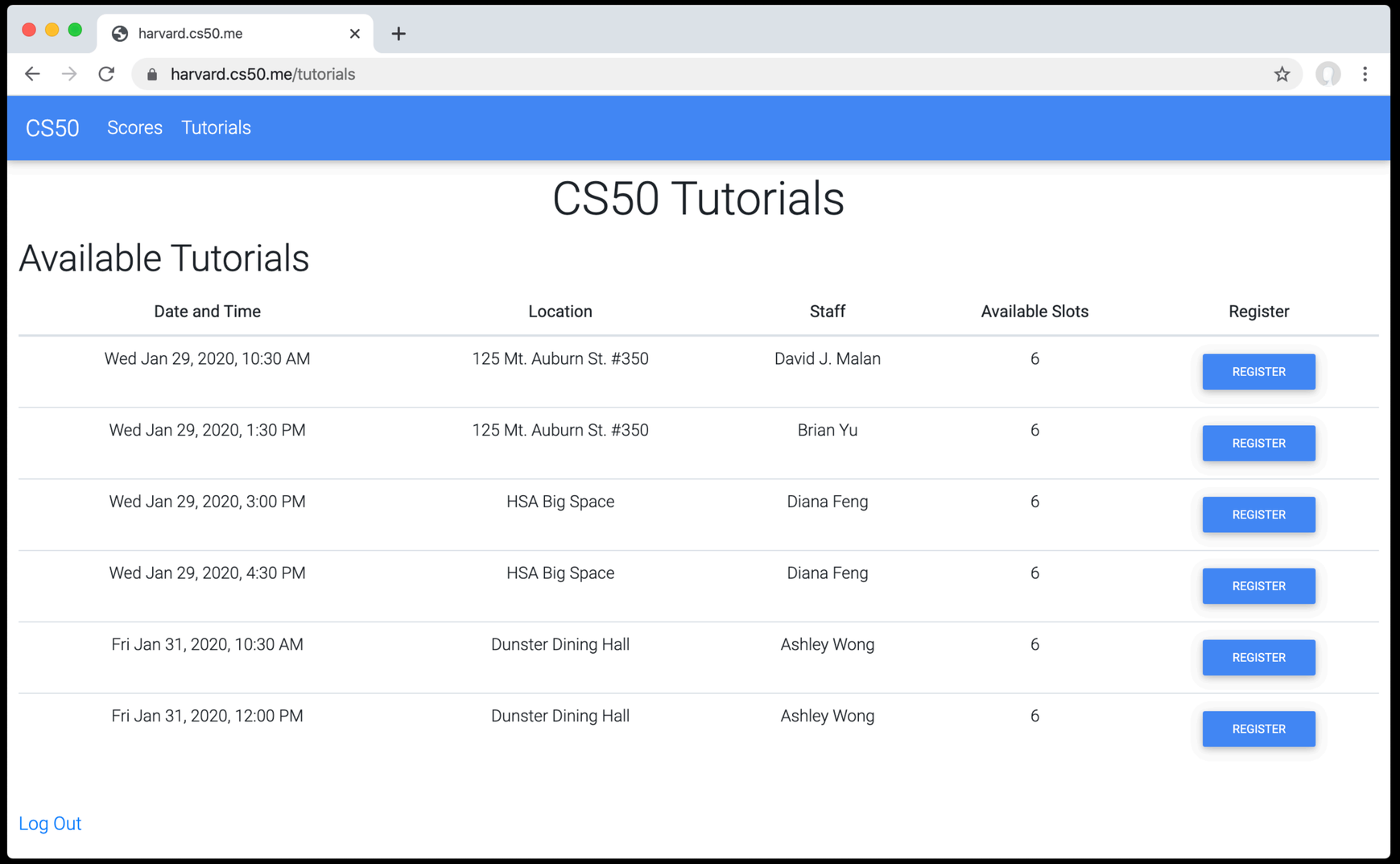
Problem Sets

- Due Sundays at 11:59pm

Tutorials

- Wednesdays-Saturdays, 75 minutes
- By-appointment opportunities for help
- Small groups
- harvard.cs50.me/tutorials

Tutorials


harvard.cs50.me
harvard.cs50.me/tutorials
CS50
Scores
Tutorials
CS50 Tutorials
Available Tutorials
Date and Time
Location
Staff
Available Slots
Register
Wed Jan 29, 2020, 10:30 AM
125 Mt. Auburn St. #350
David J. Malan
6
REGISTER
Wed Jan 29, 2020, 1:30 PM
125 Mt. Auburn St. #350
Brian Yu
6
REGISTER
Wed Jan 29, 2020, 3:00 PM
HSA Big Space
Diana Feng
6
REGISTER
Wed Jan 29, 2020, 4:30 PM
HSA Big Space
Diana Feng
6
REGISTER
Fri Jan 31, 2020, 10:30 AM
Dunster Dining Hall
Ashley Wong
6
REGISTER
Fri Jan 31, 2020, 12:00 PM
Dunster Dining Hall
Ashley Wong
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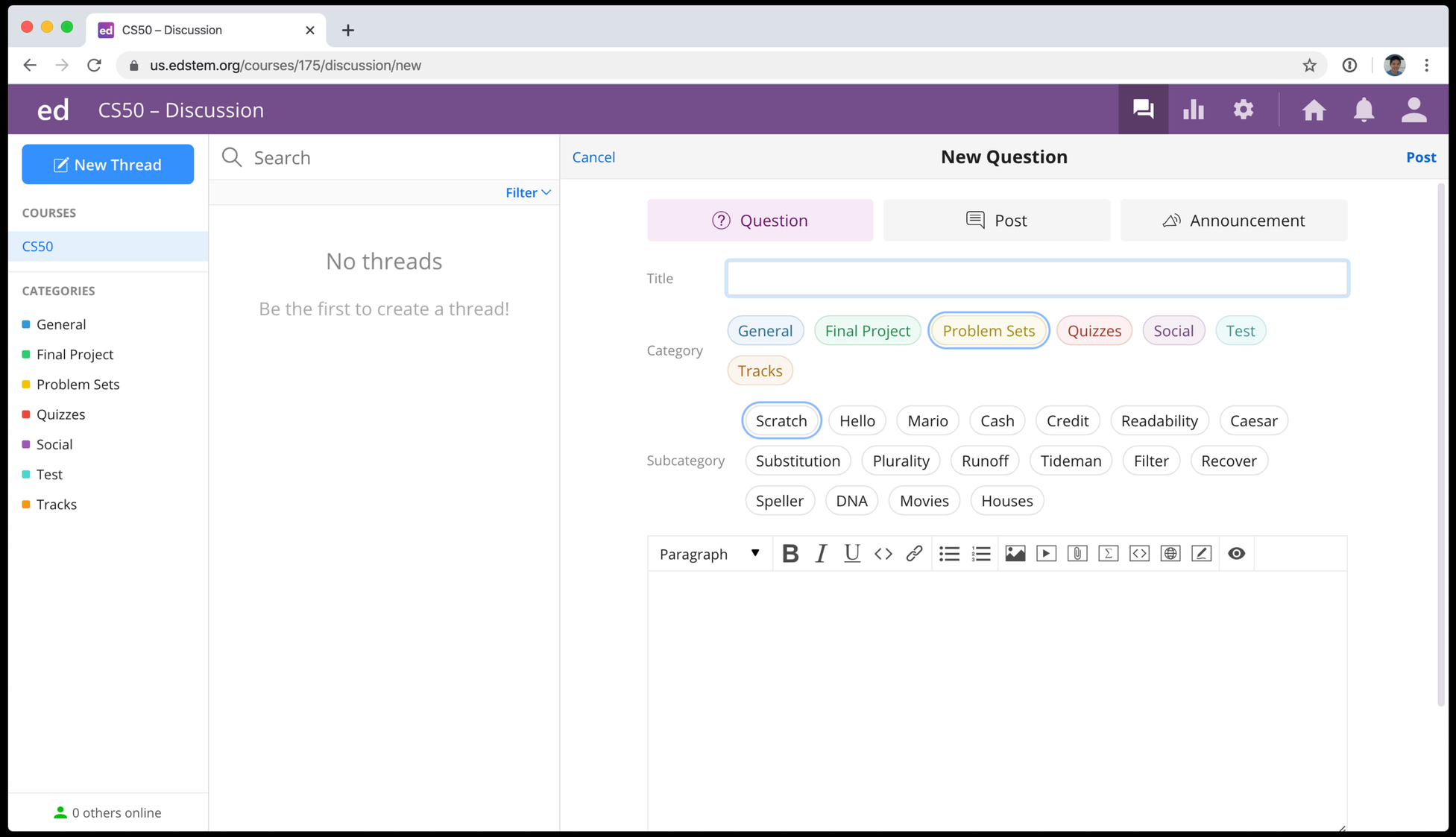
REGISTER
Log Out

Office Hours

- Sundays, 3pm-4:15pm at HSA
- Opportunity for problem set help

Ed Discussion Forum



Test

- Open-book, take-home exam
- Monday 3/30 - Sunday 4/5

Final Project

- Opportunity to develop your own piece of software
- Groups of up to 3

Enrollment Petition

cs50.harvard.edu/register

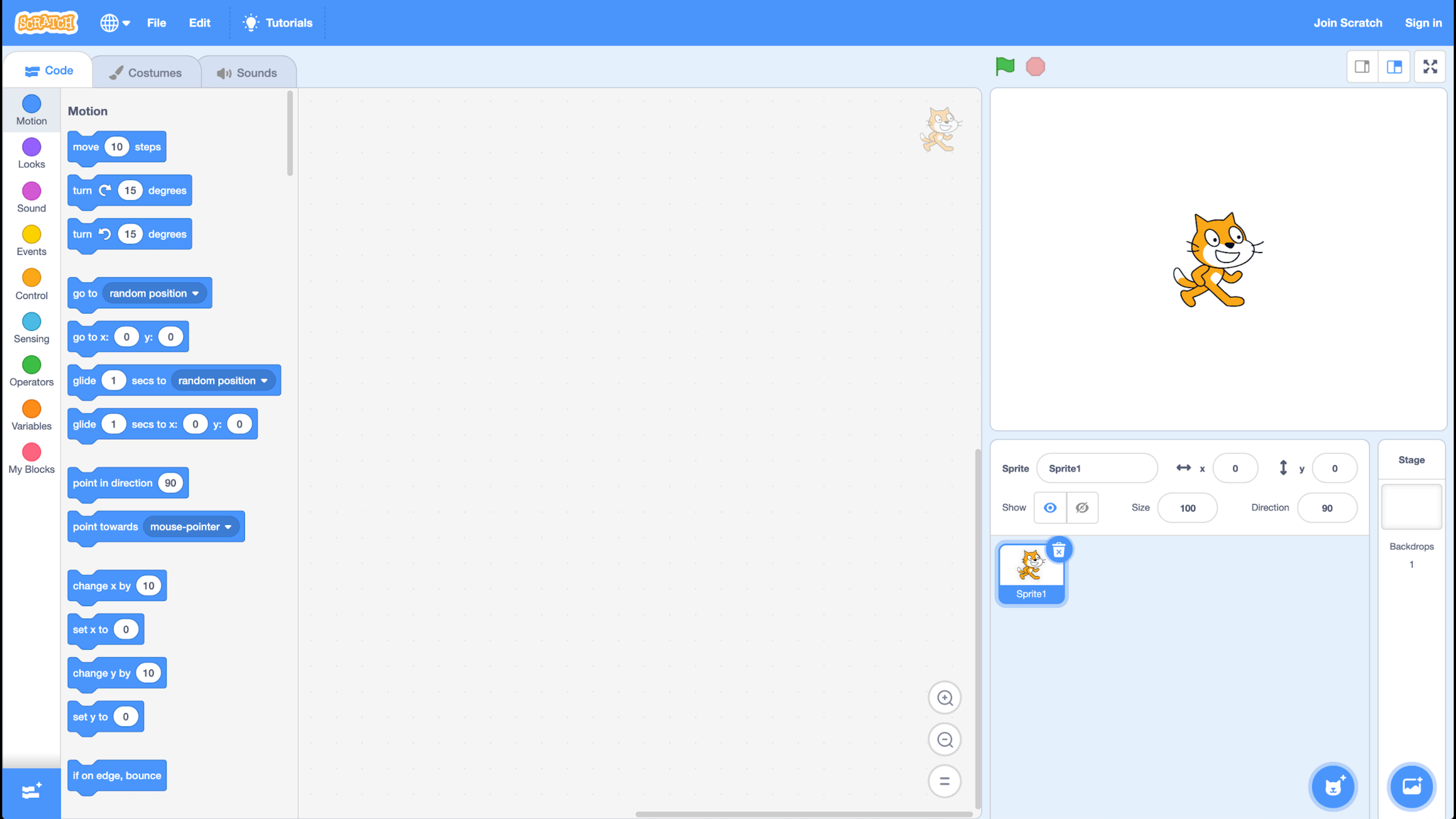
fill out by tomorrow (Wed), 11:59pm

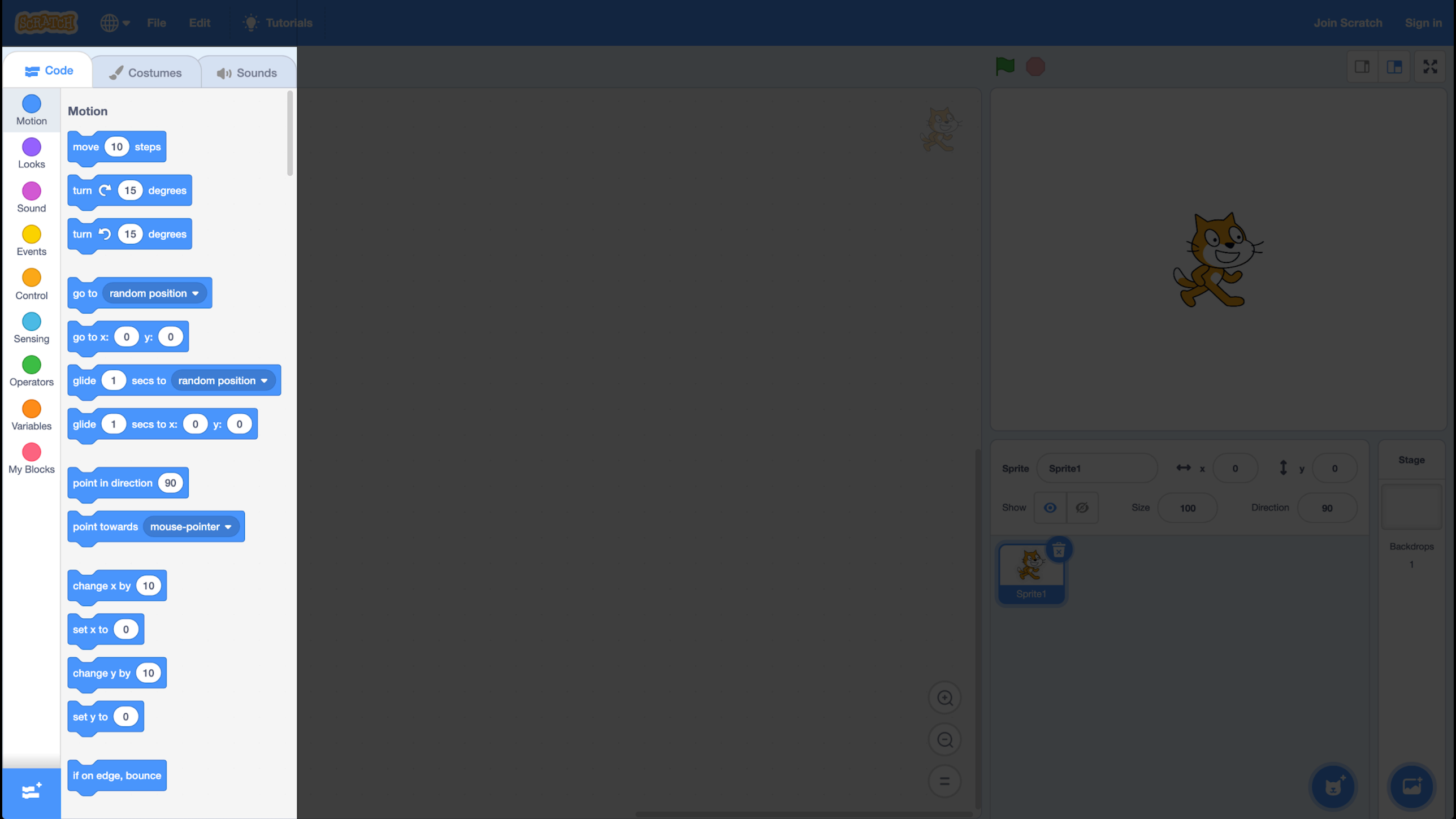
Questions?

```c
#include <stdio.h>

int main(void)
{
    printf("hello, world\n");
}
```


when clicked
say
hello, world


File
Edit
Tutorials
Join Scratch
Sign in
Code
Costumes
Sounds
Motion
Looks
Sound
Events
Control
Sensing
Operators
Variables
My Blocks
Motion
move 10 steps
turn 15 degrees
turn 15 degrees
go to random position
go to x: 0 y: 0
glide 1 secs to random position
glide 1 secs to x: 0 y: 0
point in direction 90
point towards mouse-pointer
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
Sprite
Sprite1
x
0
y
0
Show
Size
100
Direction
90
Sprite1
Stage
Backdrops
1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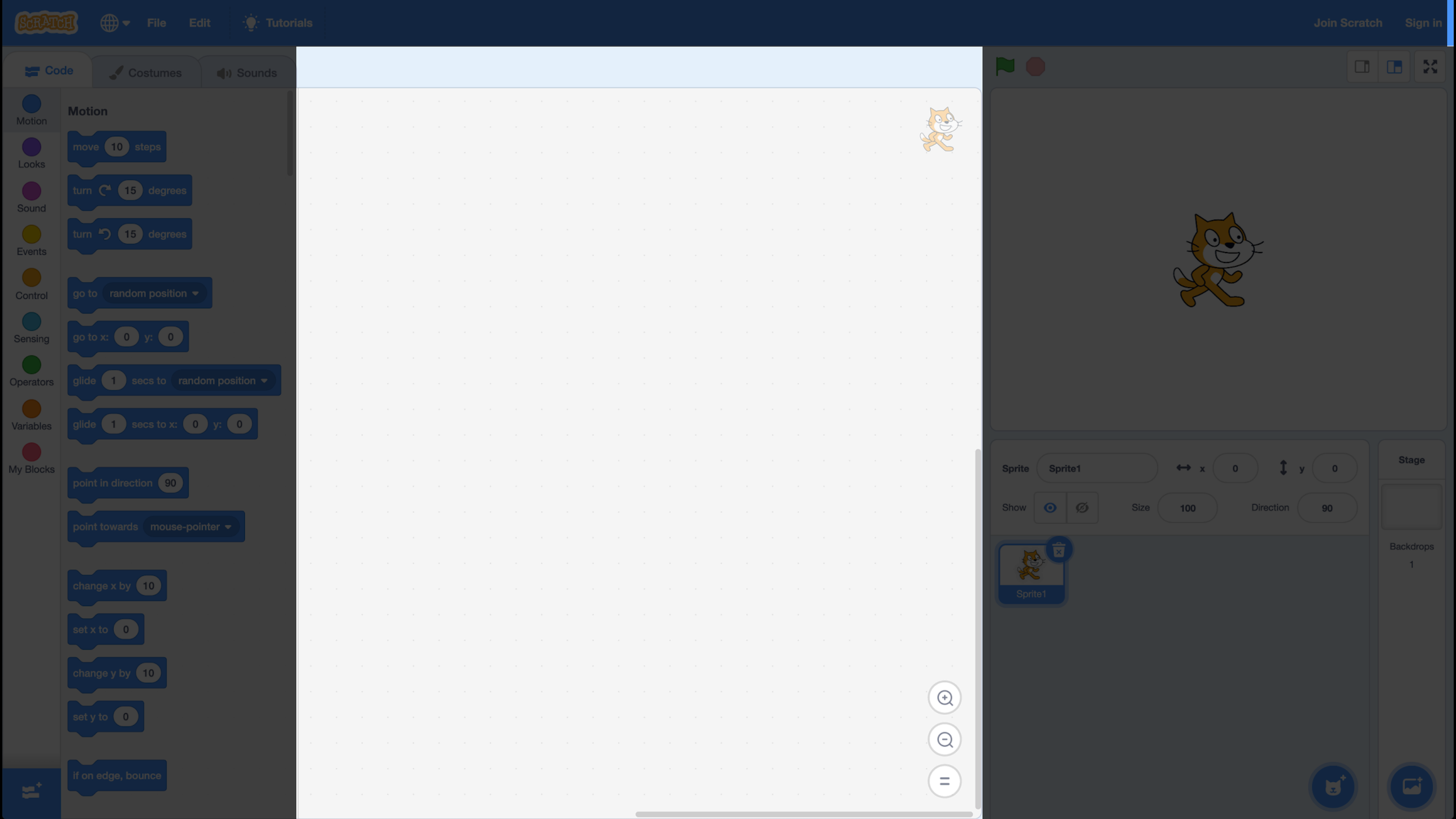
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Show
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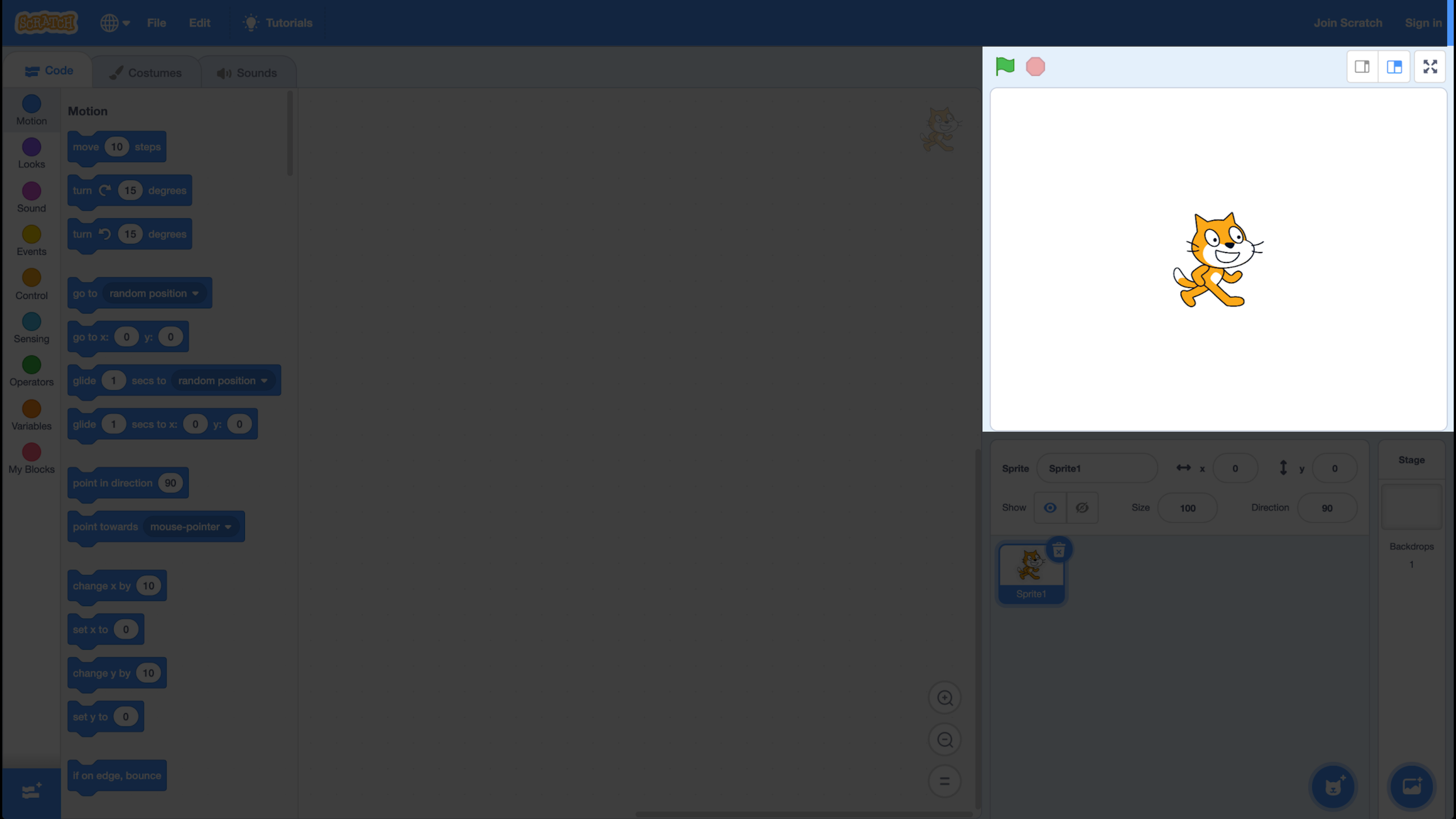
Backdrops 1
Sprite1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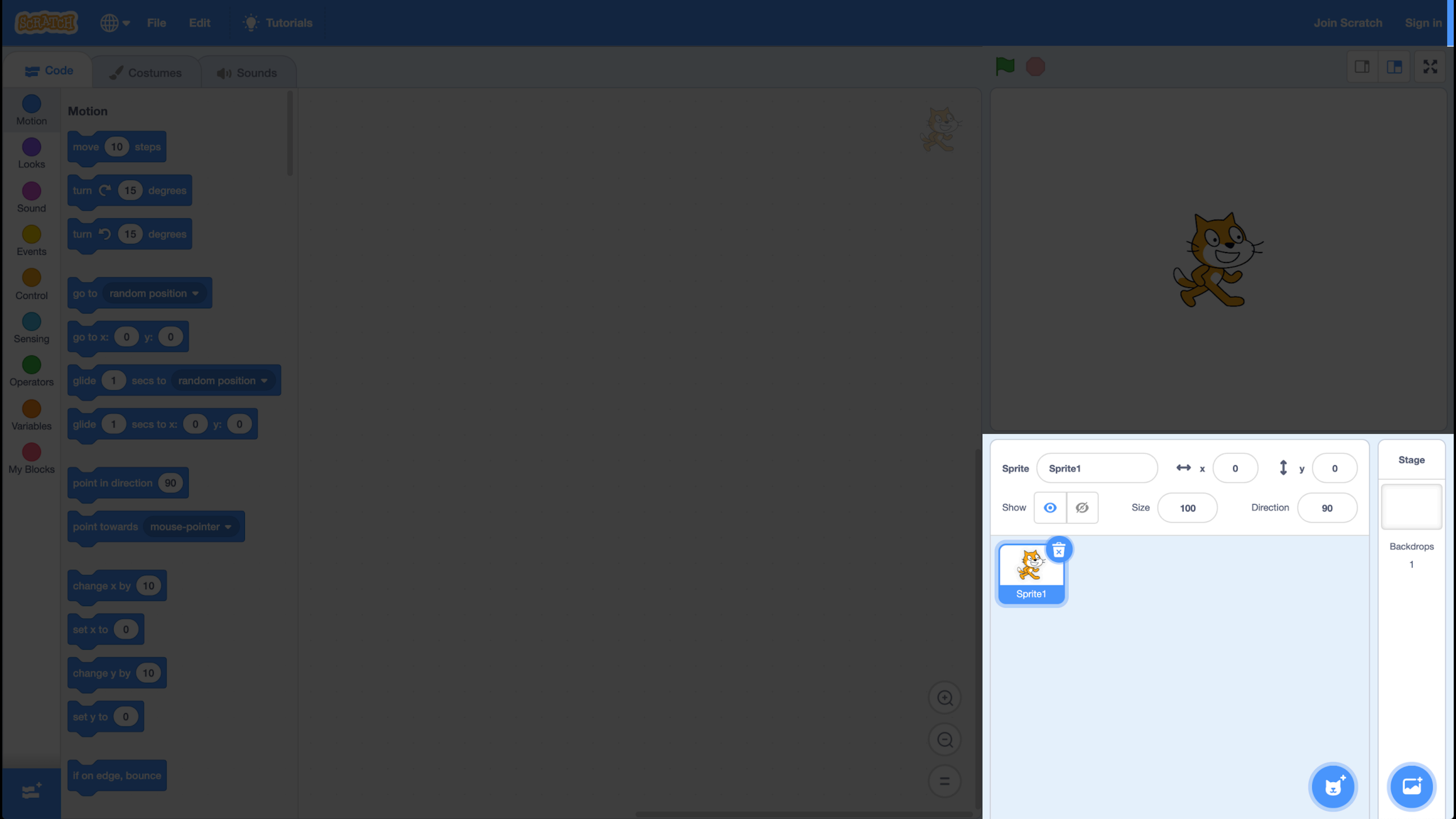
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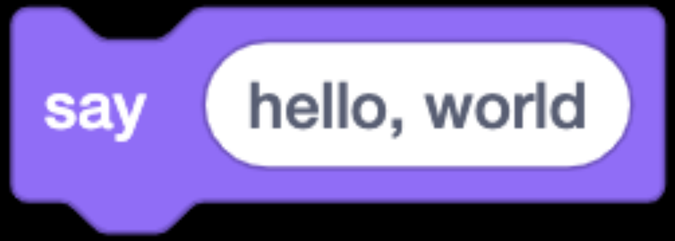
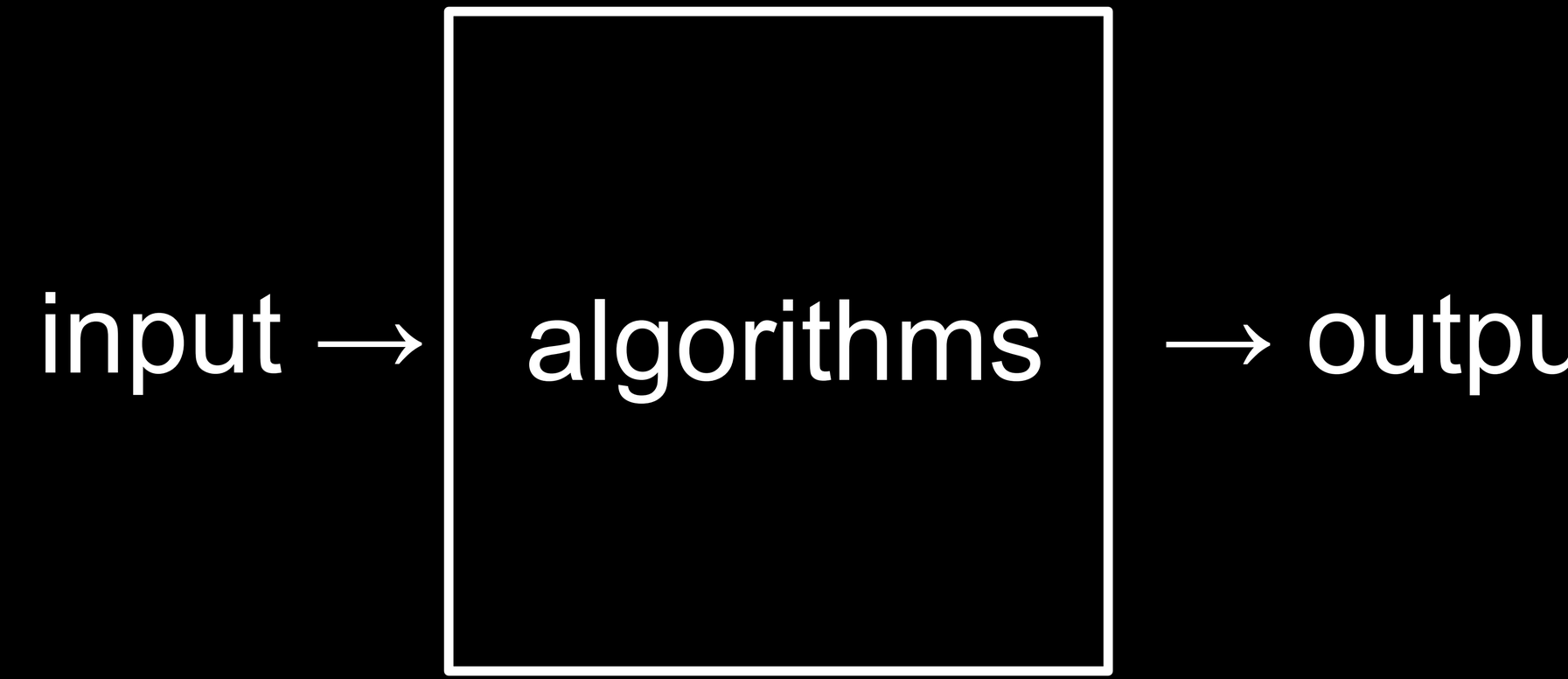
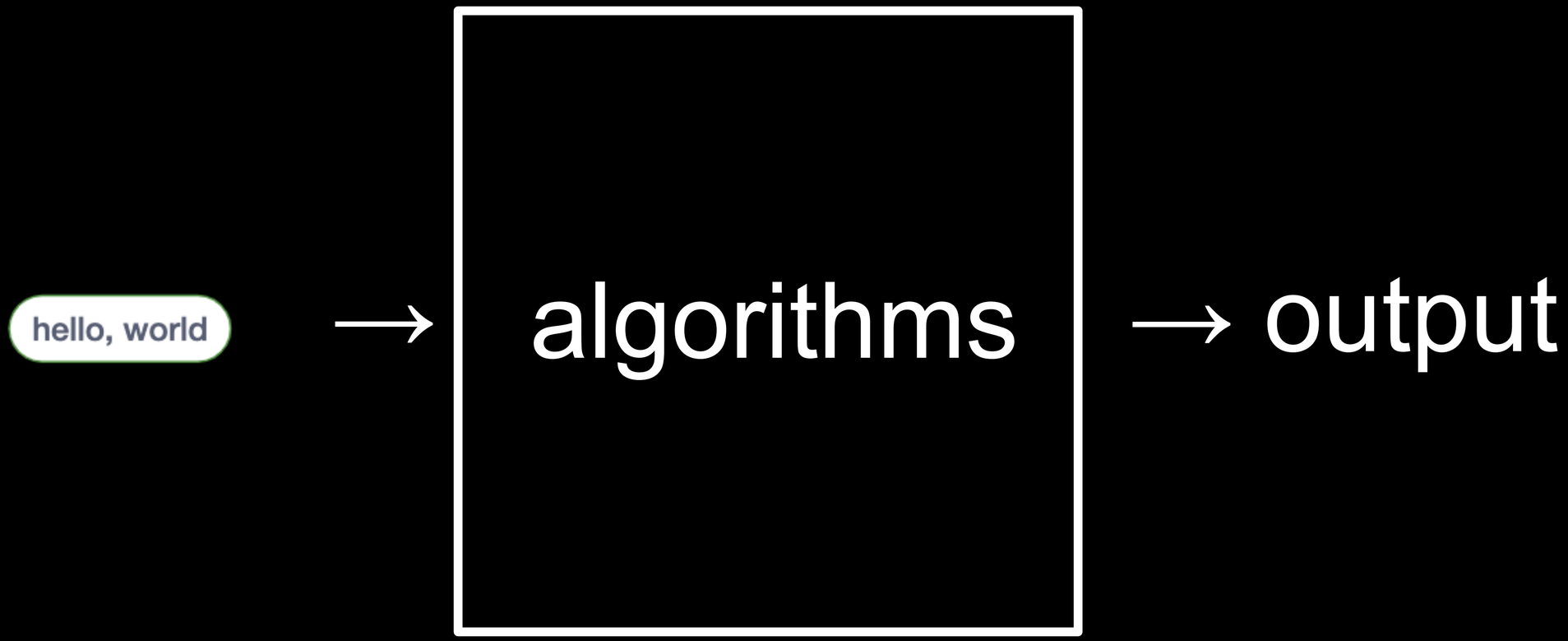
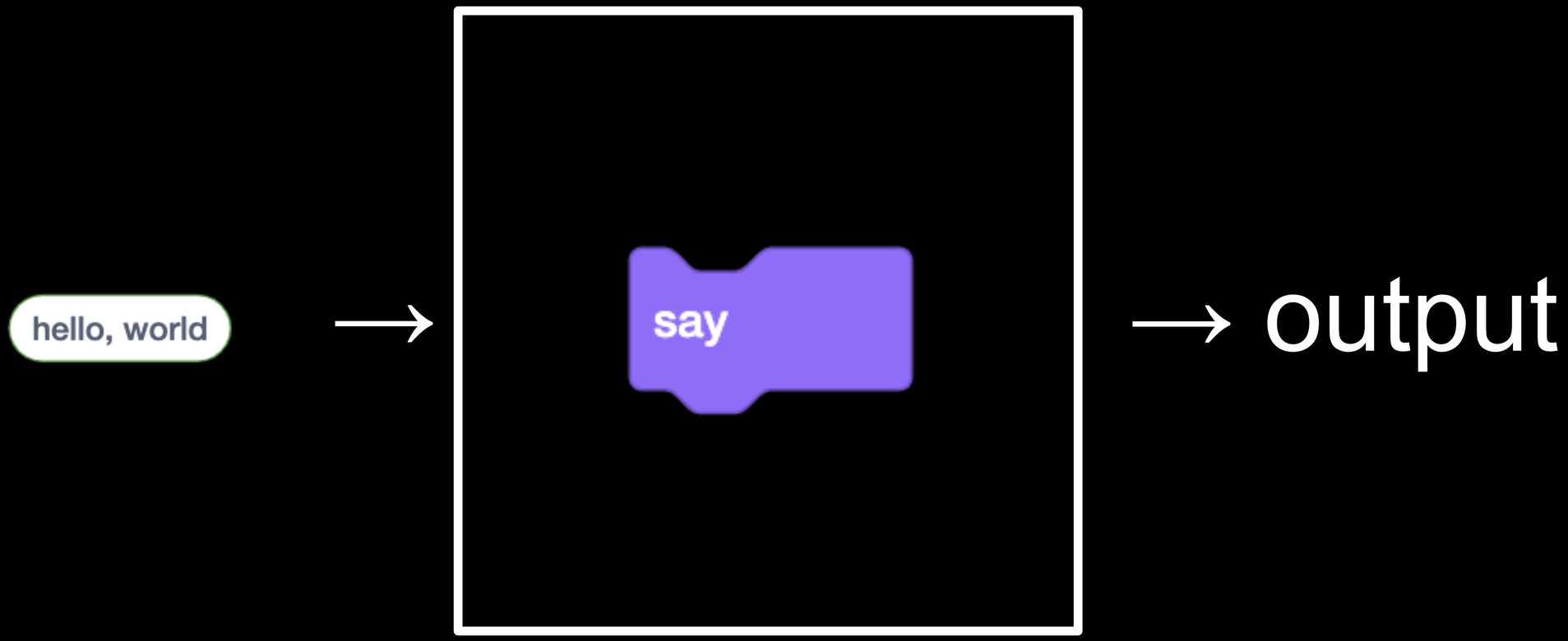

say
hello, world


input →
algorithms
→ output


hello, world
algorithms
output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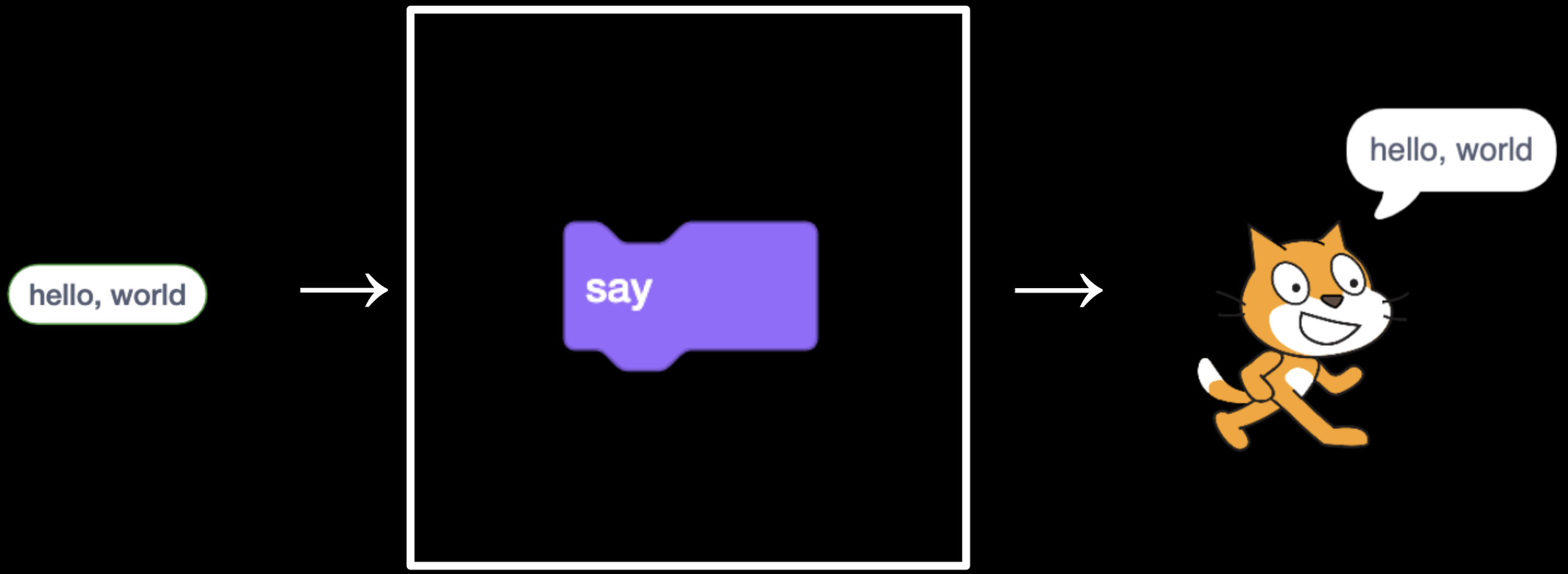
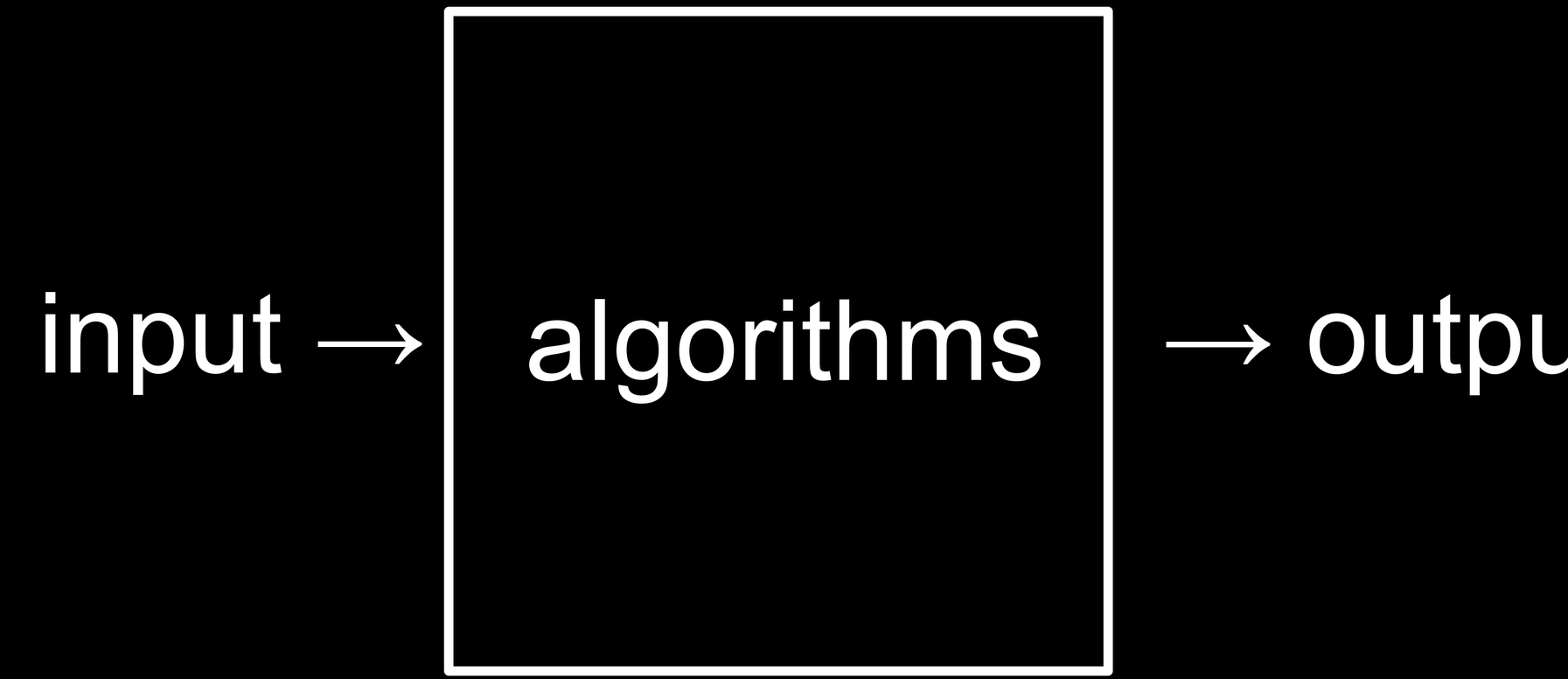
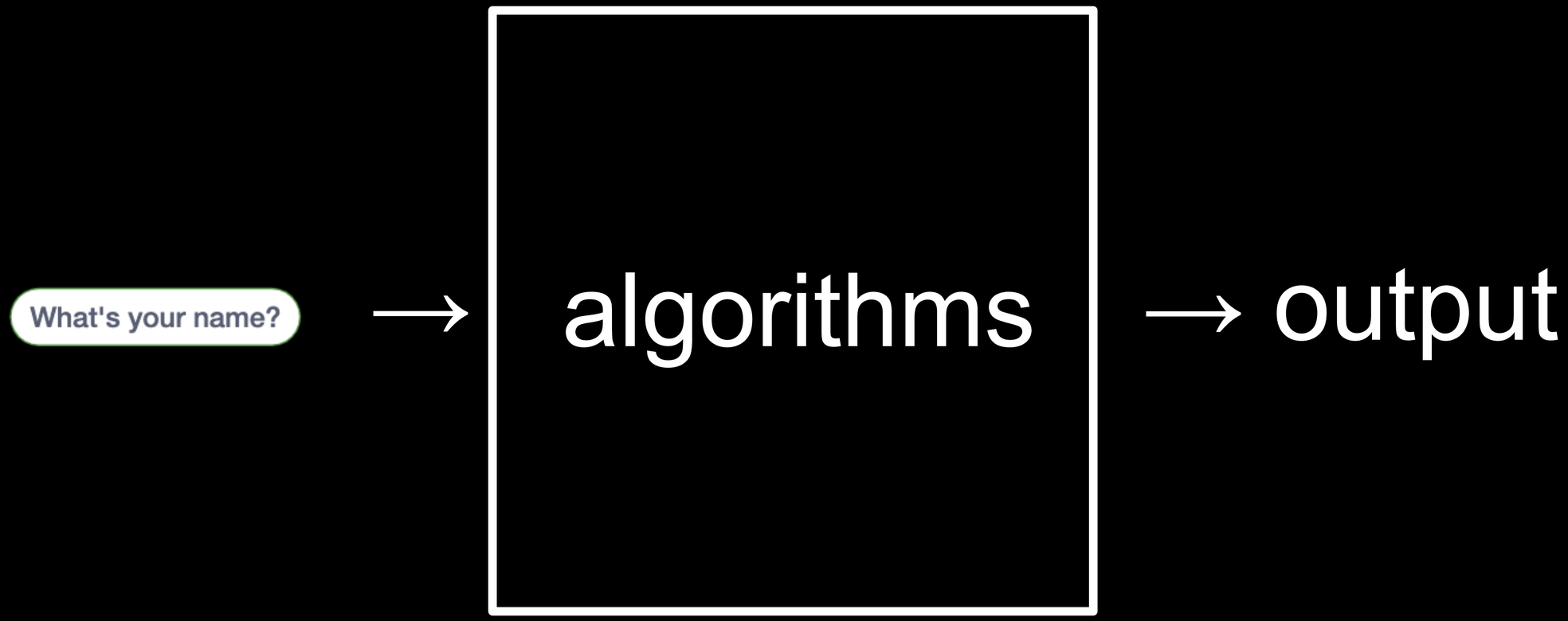
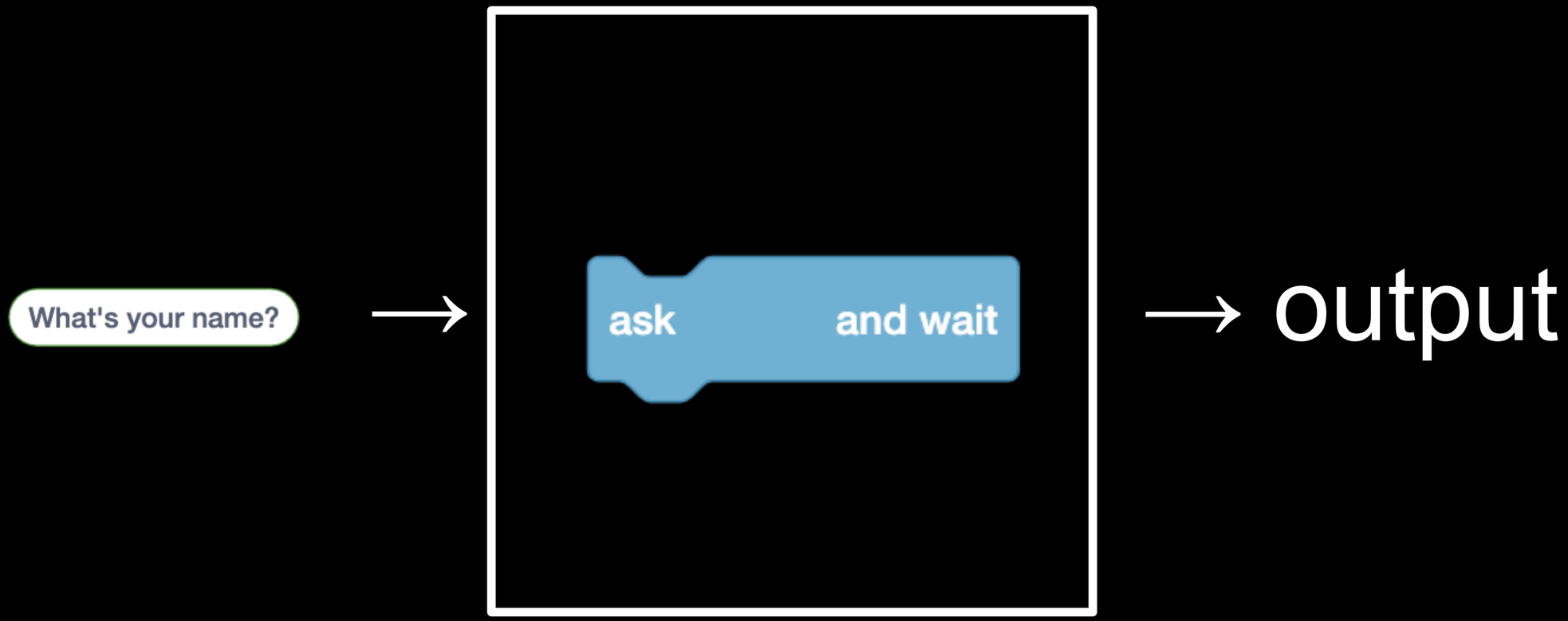
say
output

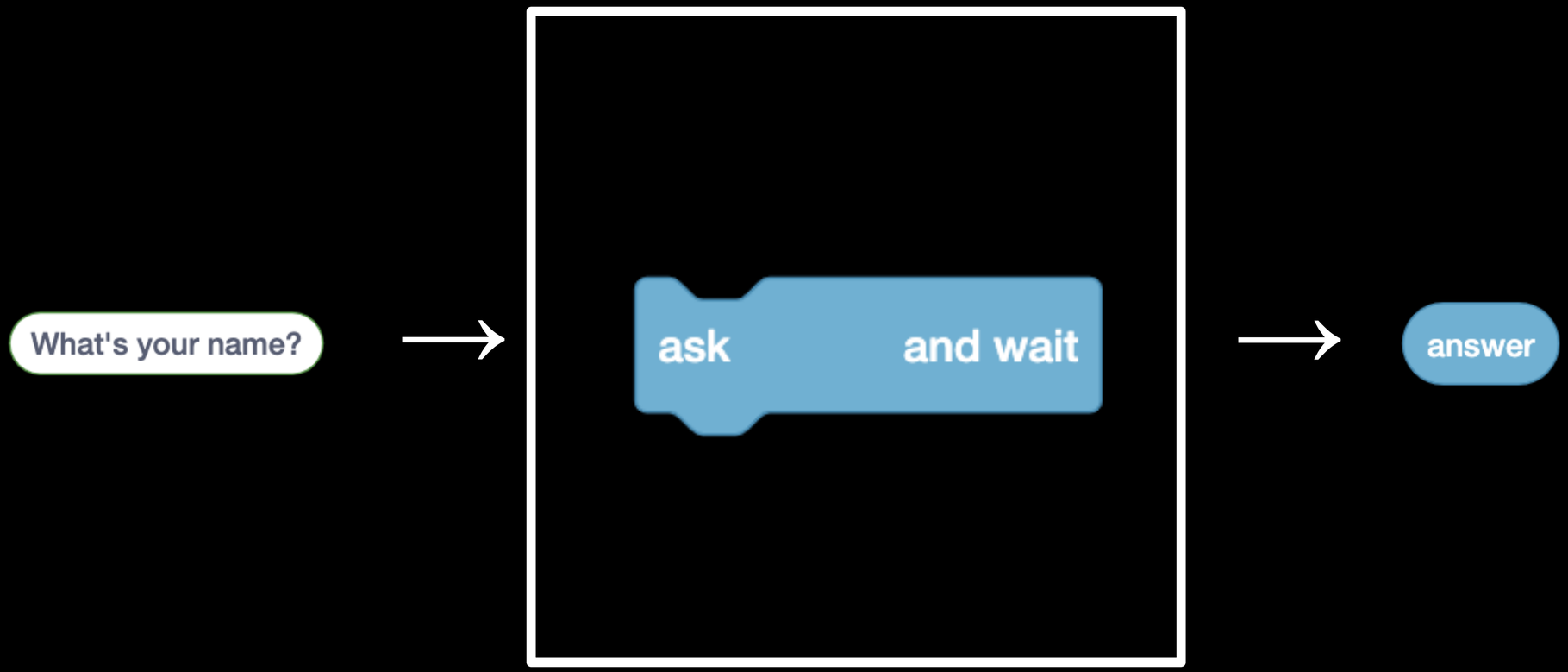

hello, world
say
hello, world


ask
What's your name?
and wait

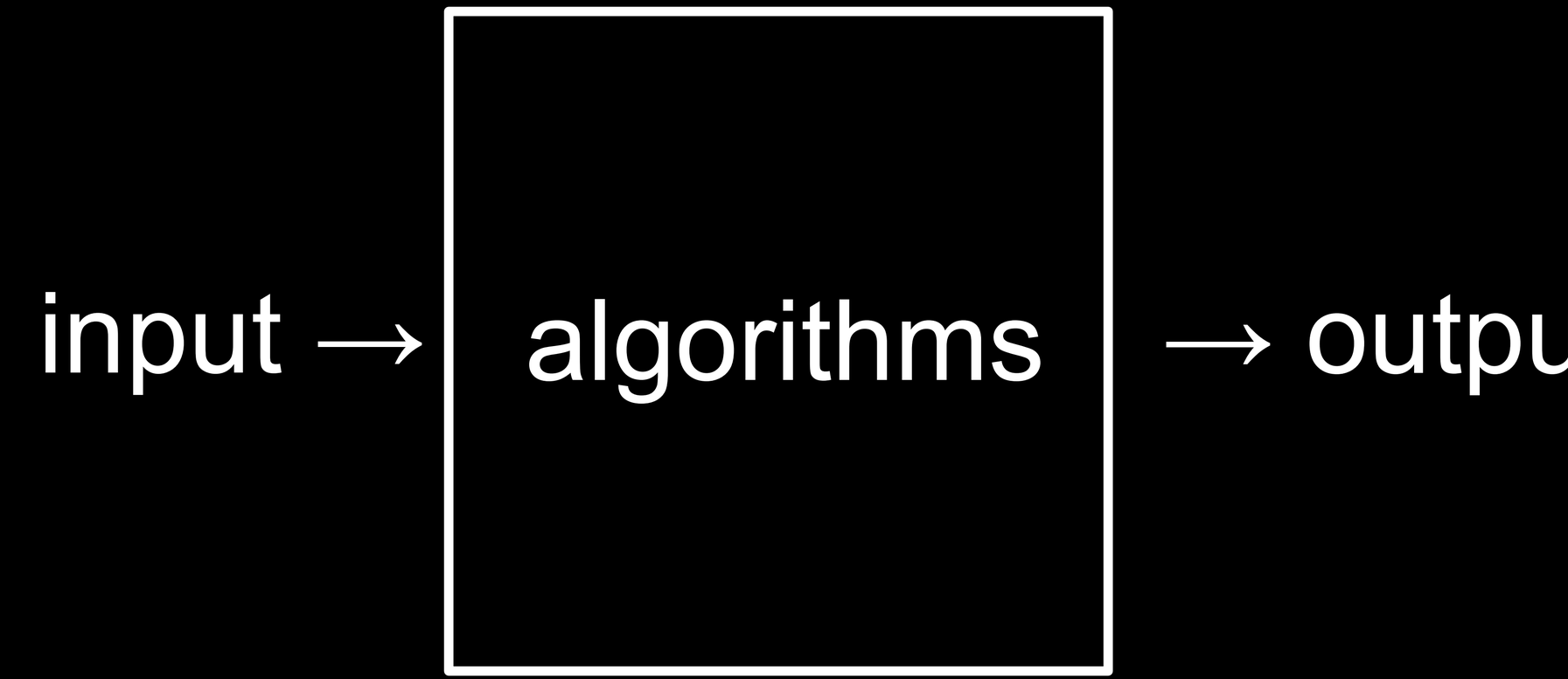

input →
algorithms
→ output


What's your name?
algorithms
output


What's your name?
ask
and wait
output


What's your name?
ask
and wait
answer


say
join
hello,
answer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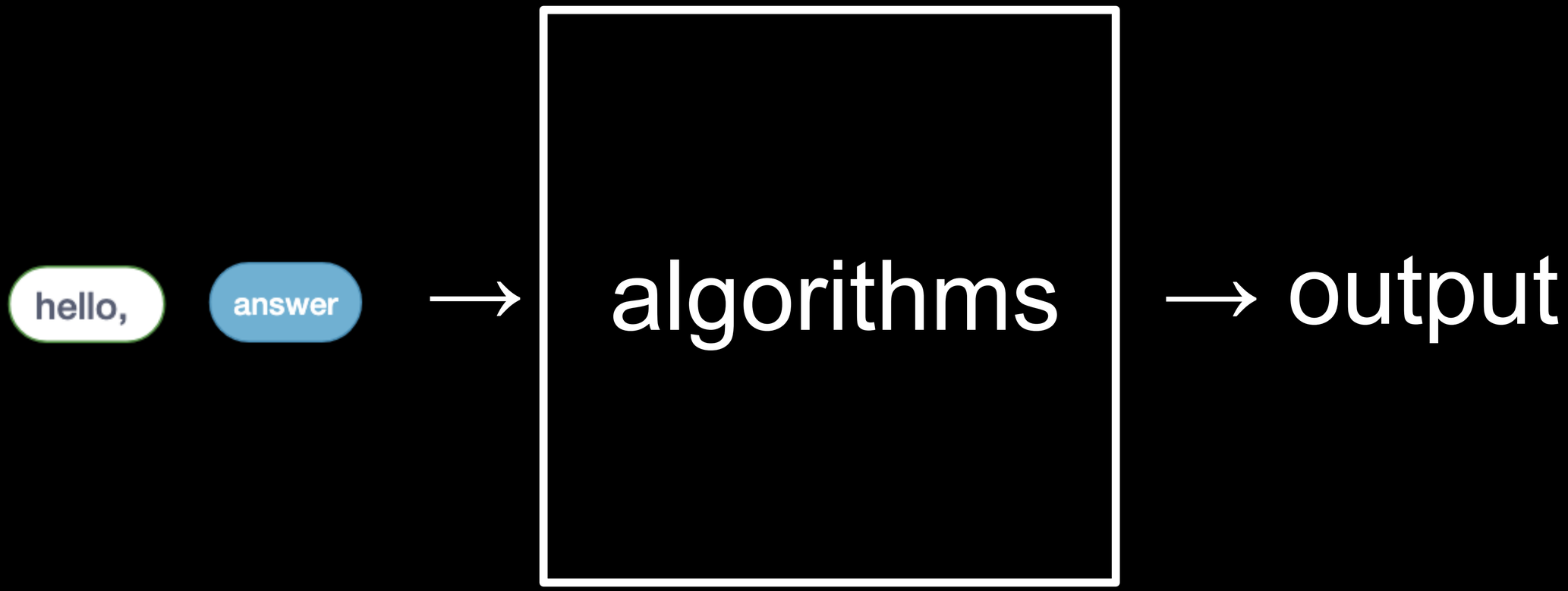
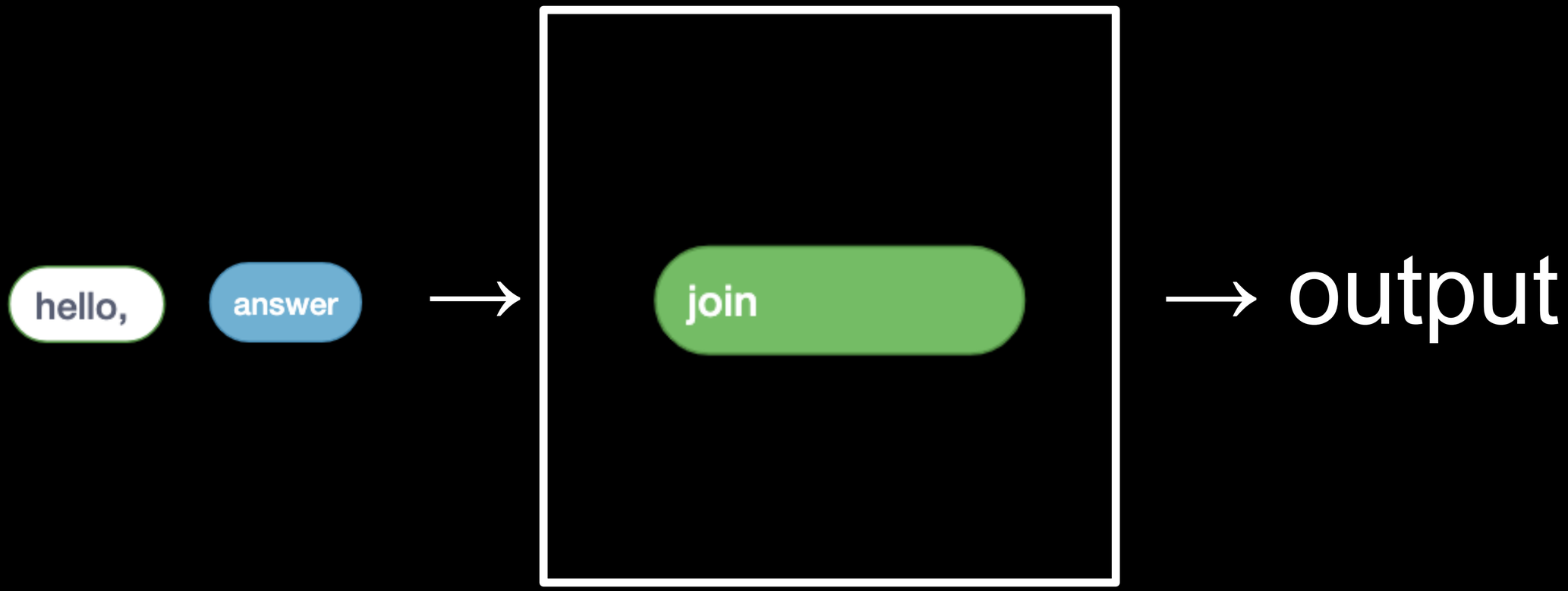
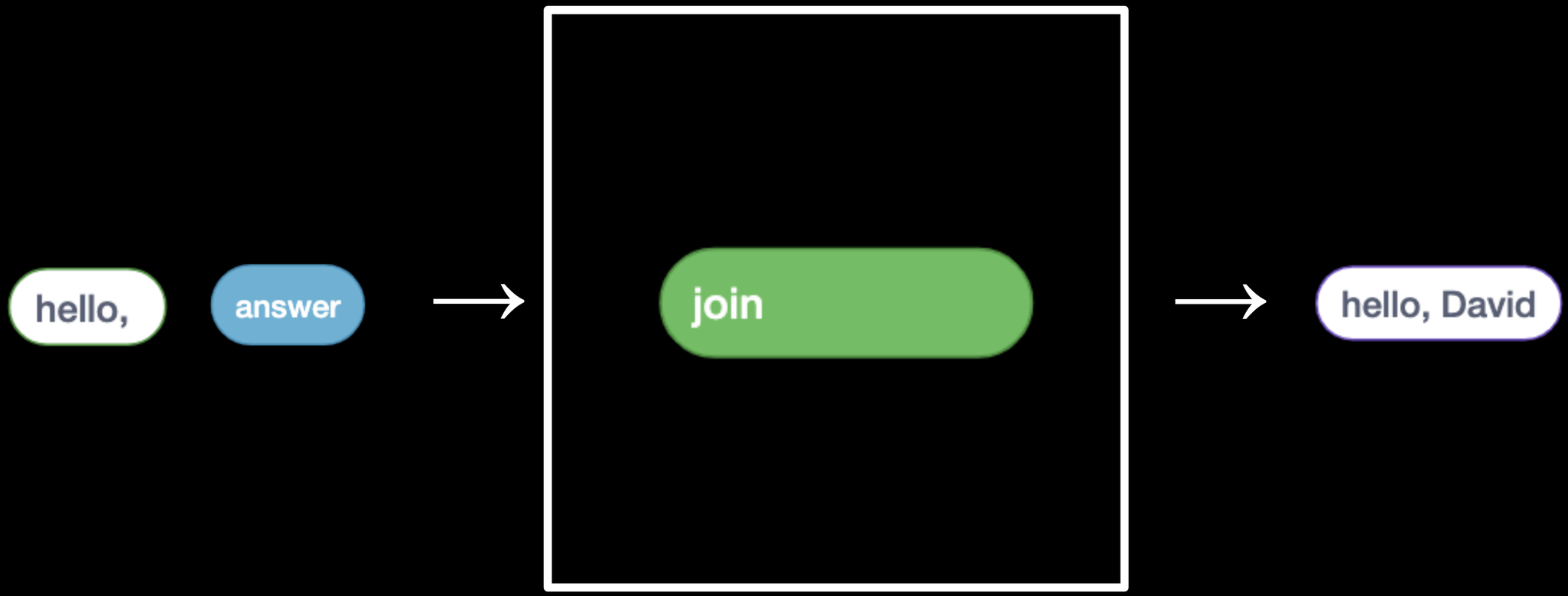
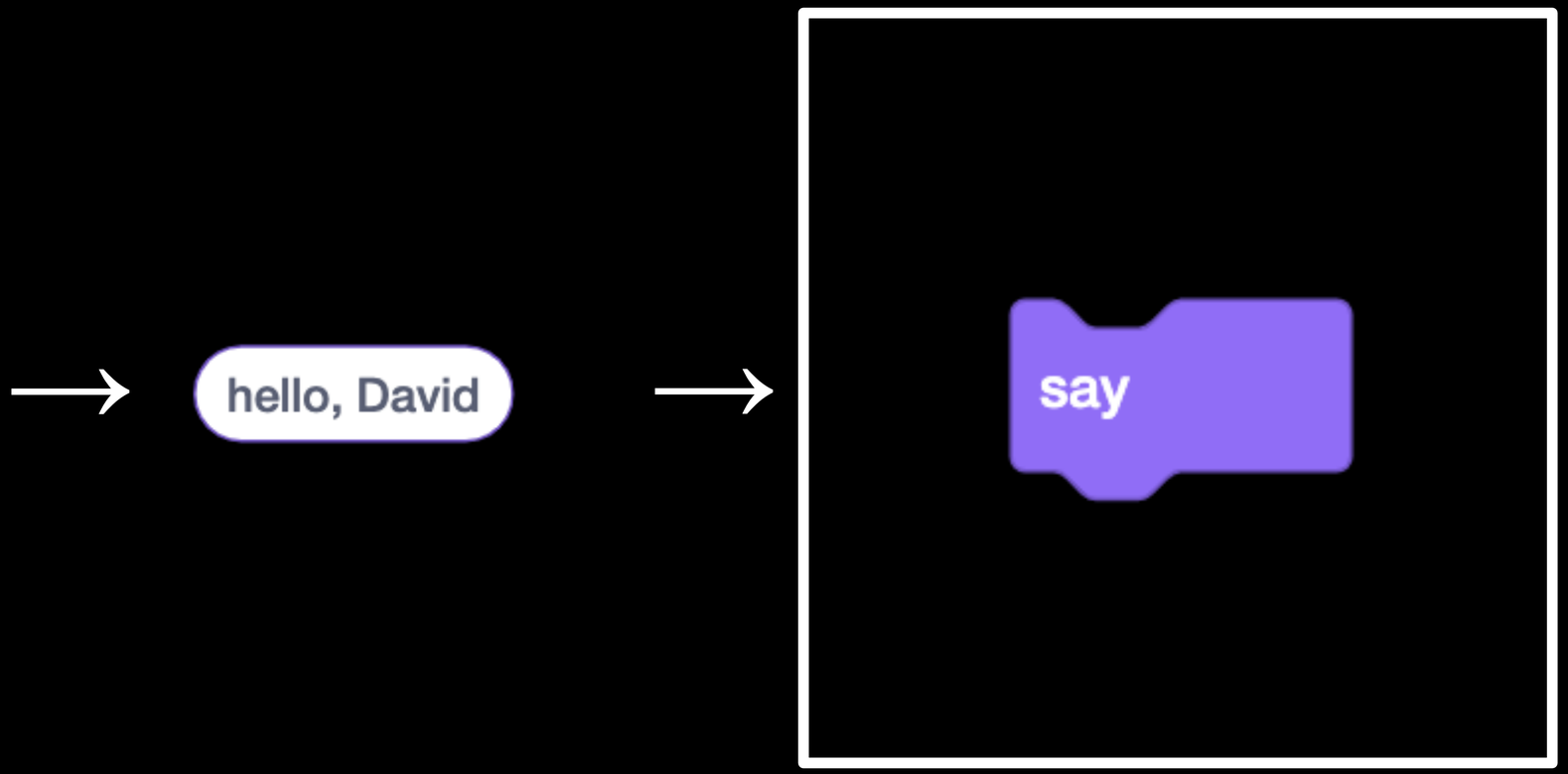

hello,
answer
algorithms
output

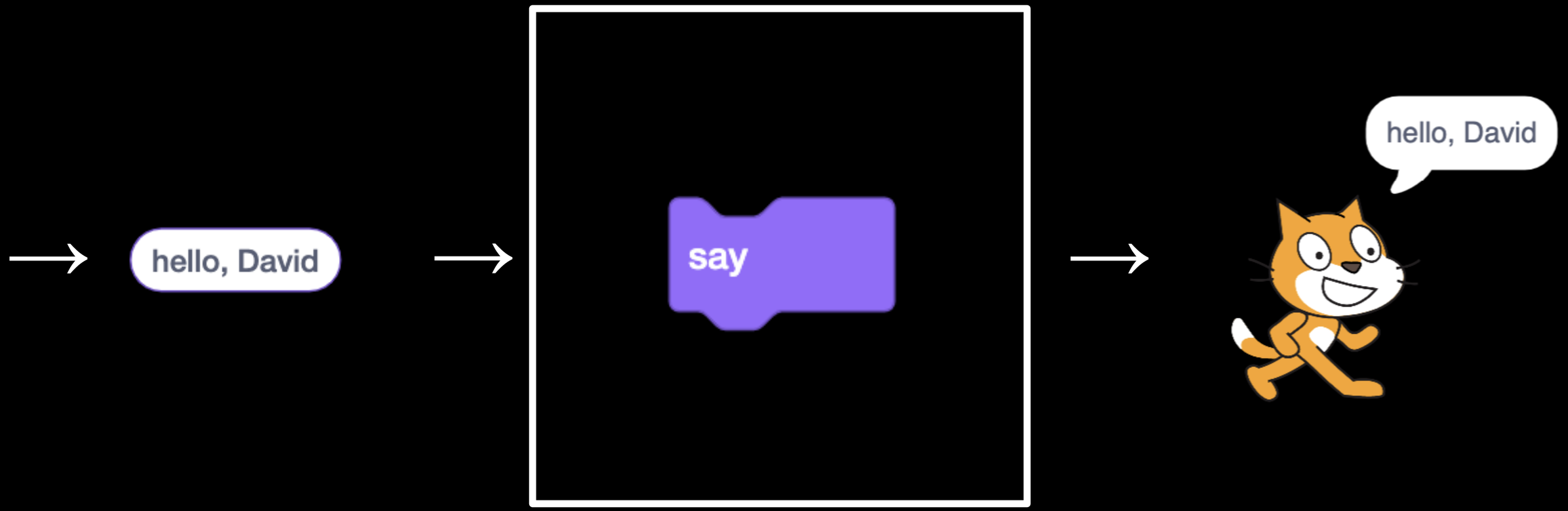

hello,
answer
join
output


hello,
answer
join
hello, David


hello, David


hello, David


hello, David
say


hello, David
say
hello, David

This is CS50.