

CSCI 241: Data Structures

Lecture 1

Introduction

Course Overview and Logistics

Testing, testing...

[Intro to Sorting]



Zoom lectures will be recorded and posted for viewing only by members of this class. By joining the live lectures you consent to being a part of this recording. To avoid appearing in lecture recordings, you may take any of the following actions:

- Disable your video
- Mute your microphone; you may still ask questions via chat.
- Do not join the zoom calls and watch the videos asynchronously.

Today

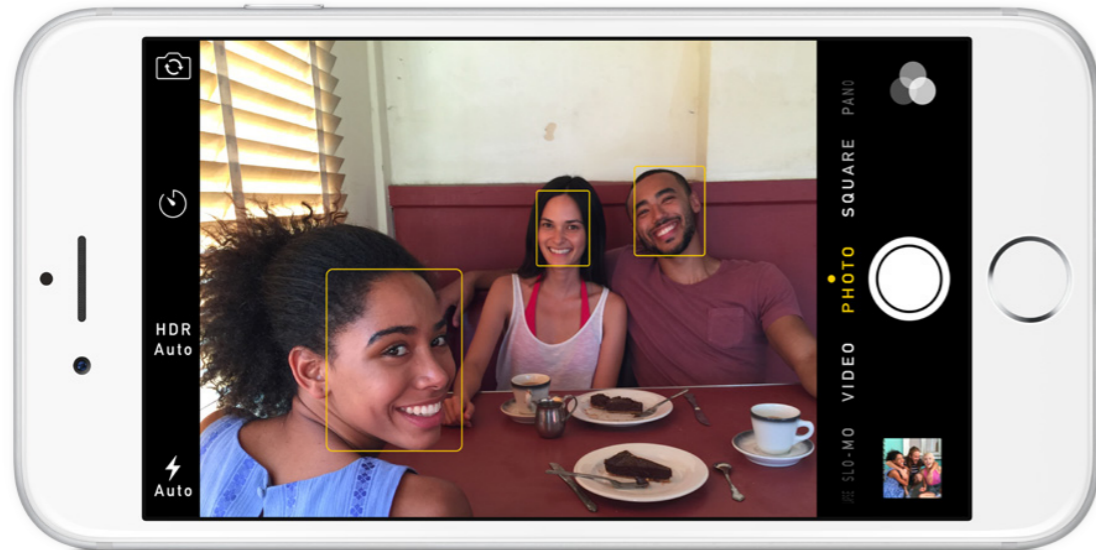
1. About Me
2. Course overview, remote logistics
3. [Intro to sorting]

About Me

Scott Wehrwein



Computer Vision: Familiar Examples



In-Camera Face Detection



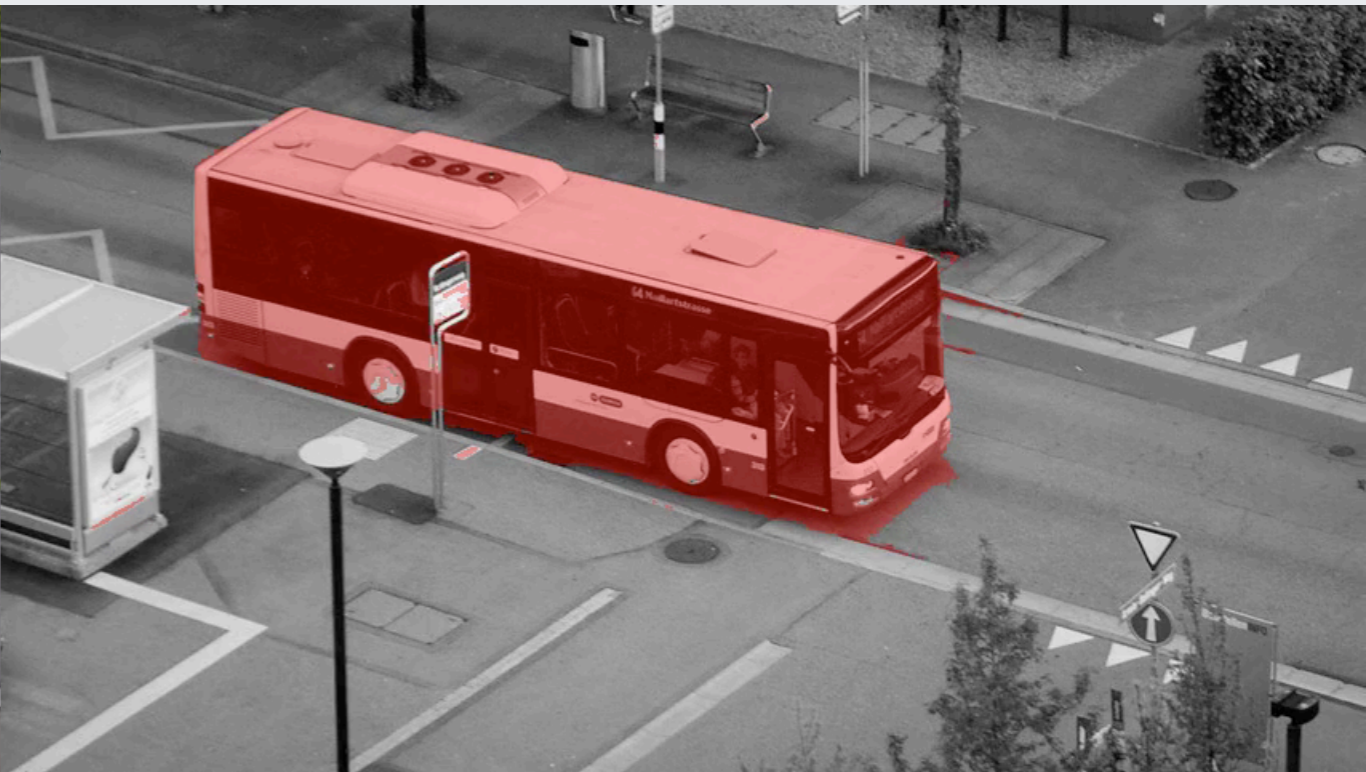
Autonomous Driving



Panorama Stitching



Image Search







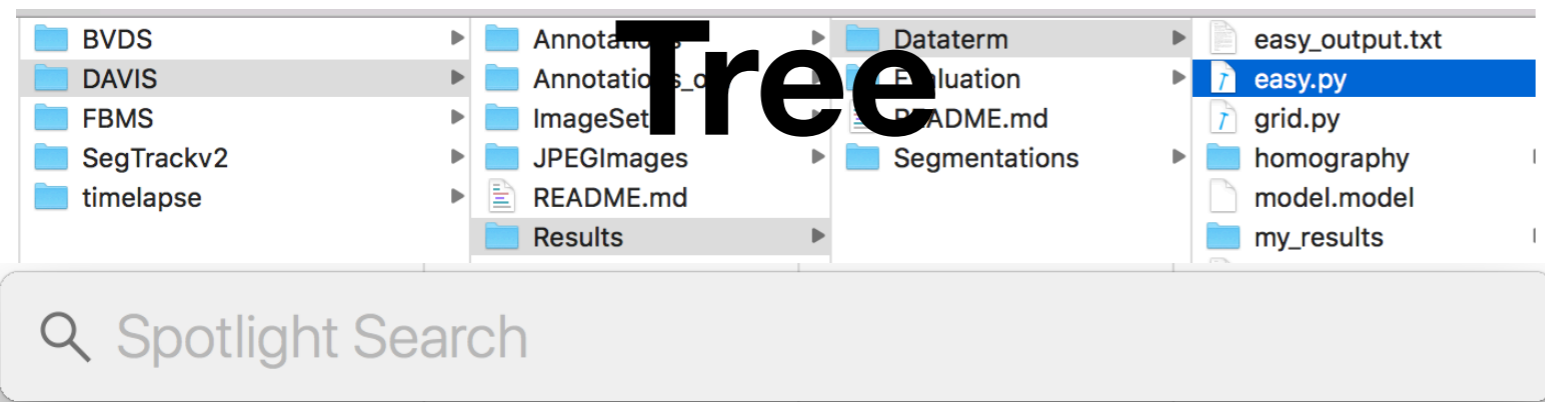




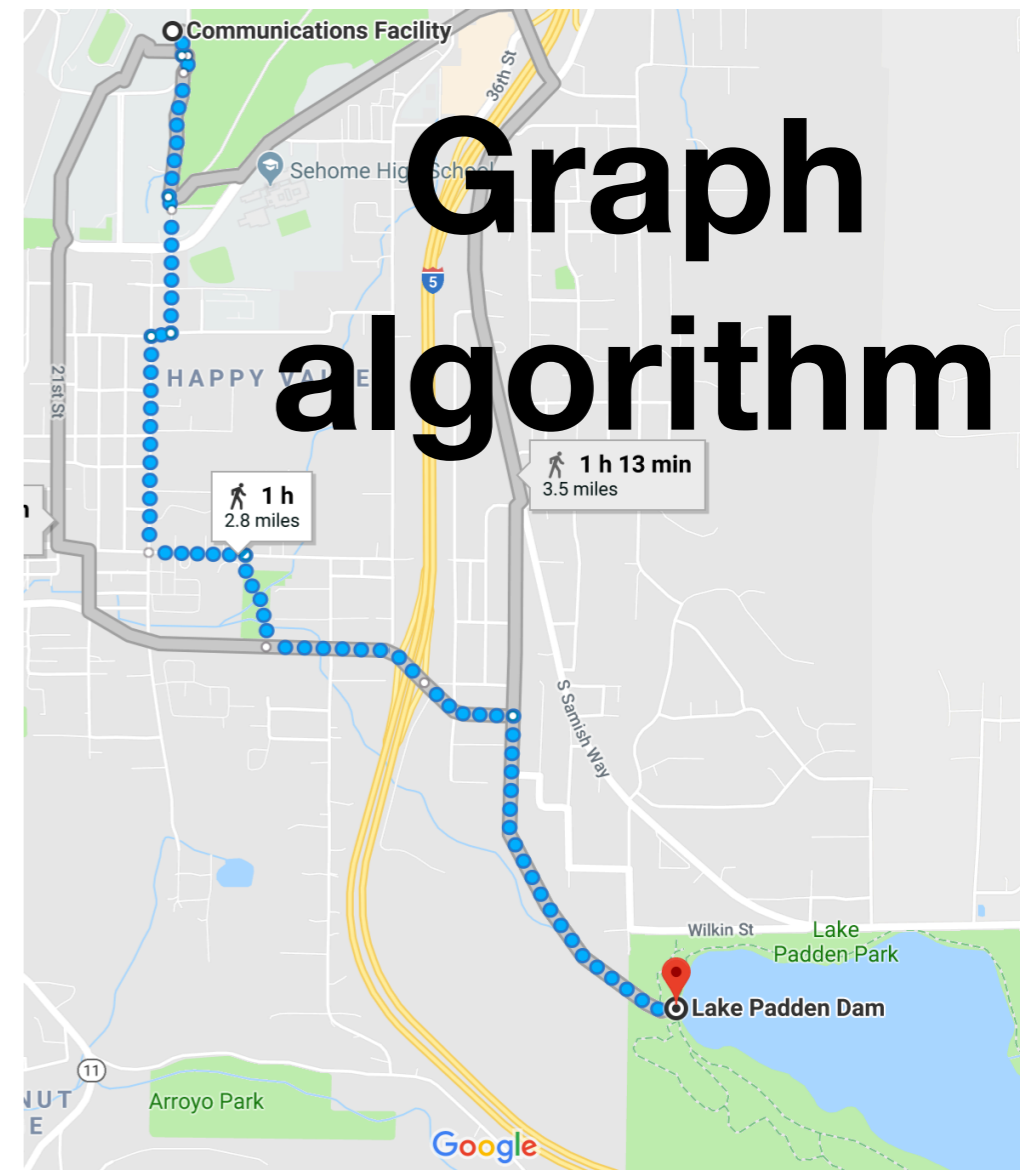
Data Structures: Why?



Graph



Hash table



Syllabus Overview

Course website:

https://facultyweb.cs.wvu.edu/~wehrwes/courses/csci241_20s

Also linked from the Syllabus section on Canvas.

Syllabus notes

- Syllabus Webpage
- Books
- Remote lectures - zoom plus recordings, posted on Canvas
- Remote office hours - zoom with a waiting room; join the waiting room to get in the queue

Syllabus notes

- Assessment:
 - Quizzes; ~10min, Fridays, self-scheduled/online, no makeups, lowest dropped, this Friday is review
- Assignments
- Labs; logistics; first lab this week, due Sunday night.
- Midterm, Final exams

Syllabus notes

- Logistics:
 - In-class polling via Socrative - we'll try this out today
 - Asynchronous Q&A via Piazza - instructions forthcoming
 - Late work and slip days
 - Collaboration / academic honesty policy
- Inclusive classroom; more than ever this quarter, success is on you.

Syllabus notes

- Inclusive classroom
- More than ever this quarter, success is on you.

Questions

- Using the "Raise Hand" feature:
 - At the bottom of Zoom, click "Participants"
 - At the bottom of the pane on the right side, click "Raise hand"
- Using Chat:
 - At the bottom of Zoom, click "Chat"
 - Enter a question there.

Let's try breakout rooms!