CMSC210 *Discrete Structures of Computer Science*

Today

- Understand the course goals
- Understand the course organization
  - Syllabus
  - On-line resources
- Identify the first things to do

Introductory Questions

Topics

- What is Computer Science (cf. programming)?
- What is Discrete Structures (or Disc Math)?
- Should we rather spend time on "MS .NET?"

Learning

- What do you want to learn?
- How can you learn it effectively?
- How can you know whether you are actually learning?

Section 1

Course Goals

- Context: Computer Science
- Discrete Structures
  - Model objects/phenomena for computational analysis and problem solving
  - As mathematical structures involving sets, relations, and/or functions
  - Specified by logical statements
  - With convincing reasoning

Section 2

Course Organization

- On-line resources ⇒ course web page
- Course modules
- Assessment
  - Take-home and comprehensive exercises
  - Self-evaluation forms
- Text
- Schedule

Section 3

First Things

By the next class meeting

- Read and *understand* the syllabus
- Visit the course page [try most links]
  - Read the on-line course handbook
  - Read the instructor's *page for students*
- Do take-home exercise (next slide)

Before leaving

- Do survey

Preview

Take-Home Exercise

Describe some *interesting* object of your choice

- In plain English
- A list of statements (sentences)
- Sufficient to characterize the object
- As concise as possible
- Do not explicitly disclose what the object is

Available on-line [lec notes/exercises posted after 2 pm]