

## 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

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## 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?

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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*

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Section 2

## Course Organization

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

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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

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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]

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