CS106E Tentative Schedule – Spring 2018

This schedule is tentative. The topic coverage listed is quite aggressive, but I expect to be able to teach most of it, and we’ll adjust as needed. Don’t be intimidated by the technological jargon listed, non-technical students can absolutely learn this type of material, and I have twenty years of experience presenting tough computer science concepts to a non-technical audience.

Some Past Comments from Previous Students
Here are a few comments from my CS105 (Intro to CS for Non-Techies) students:

“Even though I have absolutely no background in computer science, he made the course material interesting and worthwhile to learn. I feel like he presented the material in a way that was easy to understand for people of all academic backgrounds.”

“I really appreciate his teaching a course like this, which opened my eyes to the awesomeness of computer science and showed me that as a history major I could actually do it, and do it well. Patrick is great at keeping lectures well paced and interesting”

“[He] knows how to TEACH the material to super novice learners in the subject area, and takes a great approach to teaching the class in that he makes it a really positive space with super low intimidation.”

“His background in the topic as well as his expertise made the course feel very applicable to what’s necessary for even non-tech savvy people in the work force.”

Overview

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### Detailed Outline

**How Computers and the Internet Work**

**Introduction and How Computers Represent Information**
- Overview of the Class and Administration
- Bits and Bytes
- Implications of using Bits
- Binary Numbers and the Limitations of Binary Numbers (e.g., Overflow)
- ASCII and Unicode

**How Computers Represent Images**
- Pixels
- Displaying Colors
- Additive Color (RBG for Web) vs. Subtractive Color (CMYK for Print)
- Display Resolution (e.g., 480i, 480p, 720p, 1080p, 4k)
- Color Resolution 24-bit Color, 32-bit Color with Alpha, HDR
- An Example showing Different Image Representations and Compression
- Object/Vector representations vs. Bitmap/Raster representations
- Dithering and Anti-Aliasing
- Bitmap Fonts vs. TrueType Fonts
- JPEGs, PNGs, (and GIFs)
- JPEG Examples, Compression Artifacts, and Implications
- RAW Format
- SVG

**How Computers Represent Sound and Music**
- Creation and recording of sounds or music
- Representing real world sounds digitally
- CD Audio
- How and why a CD Audio file is compressed to MP3/AAC/WMA lossy formats.
- Psychoacoustics and Huffman Encoding
- FLAC and lossless formats
- MIDI
How Computers Work (2 Lectures)

CPUs
How a CPU Works
Machine Language and Assembly Languages
RISC vs. CISC
Pipelining, Superscalar and Other Optimizations
Multi-Core CPUs and Multiprocessor Computers
Applications taking advantage of Multiple Processors
GPUs (Graphics Processing Units)
Memory Hierarchy
Virtual Memory
Cache Memory (L1 and L2 Cache)
How Memory is Organized (Memory Addresses)
32-bit Computing vs. 64-bit Computing

Operating Systems
What is an OS?
Processes and Threads
Scheduling
Memory Management and Paging
OS Level Protection
Kernels
Virtual Machines
Multi-Threaded Programming Issues

How the Internet Works (2 Lectures)
Network Hardware: Network Topology and Connection Medium. Internetworks.
Intranets vs. the Internet
SSL (Secure Socket Layer) and TLS (Transport Layer Security)
Packet Switching vs. Circuit Switching. VoIP (Voice over IP) and IP Phones
Lag and Latency

How the Web Works (1 Lecture)
Overview of how the Web works. HyperText Transport Protocol. HyperText Markup Language

Web Development
Creating Webpages with HTML and CSS (3 Lectures)
The Basics of HTML. Tags and Attributes.
The Basics of CSS. Overview of Selectors and Available Properties
Separating Semantics from Presentation
Webpage Layout and Layout Options
HTML Forms
Programming Languages

[Note: while this lecture logically should go in the How Computers and the Internet Work section, I place it here so that students will be thinking about how the computer languages they know compare to the PHP and JavaScript we will be using in CS106E.]

High-Level Languages (e.g., Java, C++, Python, JavaScript) vs. Low-Level Languages (e.g., Intel x86, ARM, MIPS Assembly and Machine Languages)
Compilers and Interpreters. Hybrid Approaches.
JVM Languages, Languages Compiled to JavaScript
Cross Compilation
Strongly Typed Languages vs. Weak Languages. Implications of choice for Software Development.
Managed Languages vs. Unmanaged Languages
Programming Paradigms:
  - Imperative Programming, Object-Oriented Programming, Functional Programming

Server-Side Processing (with PHP) (2 Lectures)
Web Servers and Server-Side Languages
What’s the difference between Client-Side Processing and Server-Side Processing?
Basics of PHP Programming

Databases (using SQL)
What is a database? What is a relational database?
Introduction to SQL
Accessing SQLite from PHP
NoSQL Databases

Client-Side Processing with JavaScript (2 Lectures)
Introduction to JavaScript
The Document Object Model
Events Handling
Dynamic Content
Client-Side Frameworks (e.g., React, Angular, jQuery, Twitter Bootstrap)

Server-Side Options and Cloud Computing
Server-Side Options (e.g., PHP, Ruby on Rails, Node.js)
Working with Actual Servers
Working with Amazon Web Services

Additional Topics

Software Engineering
Software Engineering vs. Programming
The Traditional Software Engineering Lifecycle
Stages of Software Development
Agile Development (SCRUM, Extreme Programming)
Comparison of Software Development Approaches

Human Computer Interaction (HCI)
Why HCI is Important
HCI Techniques
Case Study Mobile vs. Desktop Computing

Security (3 Lectures)
Security Issues: Confidentiality, Authentication, Integrity, Non-Repudiation
Symmetric and Asymmetric Encryption
Key Size, Brute Force Attacks, and Cryptanalysis
Certificates and Certification Authorities
Firewalls, Proxy Servers, and Virtual Private Networks (VPNs)
Phishing and Spear Phishing
Virus, Worms, and Trojan Horses
Adware, Spyware, Bots
Steps to More Secure Personal Computing

Privacy and Big Data
Customer or Product
Sample Data Breaches: Equifax, Ashley Madison
Totalitarian Governments and Computing, Sesame Credit/Social Credit System
Data Mining
The Three Vs (Volume, Velocity, Variety) + Veracity
Big Data Example: Target Store’s Pregnancy Prediction

Artificial Intelligence and Machine Learning (2 Lectures)
What is Artificial Intelligence?
The Turing Test
Artificial Intelligence Examples
Approaches to Artificial Intelligence
Neural Networks
Deep Learning

Computer Theory and Algorithmic Complexity
Comparing Algorithms
O-Notation
Time and Space Considerations