

Introduction to Programming and Computing for Scientists

Introductory meeting

DIVISION OF PARTICLE PHYSICS (www.hep.lu.se)

teachers:

**OXANA SMIRNOVA
ANDERS FLODERUS
FLORIDO PAGANELLI
BALAZS KONYA**

Introductory meeting outline

1. Learning outcomes
2. Required knowledge
3. Course plan and schedule
4. Assessment (projects)
5. Course literature
6. Conclusion

1. Learning outcomes

- Knowledge of computing and programming is **essential** in physics, astronomy and other sciences
- Acquired knowledge and understanding:
 - Understanding and use of the concept of program libraries
 - Knowledge of processing, analysing and modelling scientific data using custom software
 - Basic understanding of code optimisation issues, implications of machine accuracy
 - Awareness of frameworks that use programmatic interface
- Acquired skills and abilities:
 - Ability to work in UNIX-based operating systems, particularly Linux
 - Ability to write computer programs using C++
 - Ability to compile from source, build and debug computing programs
 - Ability to develop and document program code in a collaborative environment

2. Required knowledge

- The course is aimed towards **beginners** who have little or no knowledge of computers
 - For those who already know programming some parts will still be interesting
- Some essential knowledge is still required:
 - Good knowledge of mathematics, including basic calculus
 - Basic knowledge of statistics is a bonus
 - Good knowledge of English

3. Course plan and schedule

- The course consists of theoretical lectures and practical tutorials
 - Lectures every Wednesday
 - Tutorials on Thursdays and Fridays, in the “small” computer class
 - **MAKE SURE** that you have **login** for the computers! (Check with Naomi)
- In total, 7 lectures and 14 tutorials
 - Presented by 4-5 teachers (best experts we have)
- It is important not to miss tutorials!
- Homework will be assigned if a tutorial will not be accomplished in time

4. Assessment

- Projects will be assigned in order to assess the knowledge at the end of the course
 - Will consist of programming tasks, similar to those performed during the course
- Students will have to hand in projects in January
- The projects will be evaluated and graded by the course teachers

5. Course literature

- Main material: hand-outs and references therein
 - Referred manuals are available on-line for free
- Official textbook: *“Problem solving with C++”*, W. Savitch, 8th edition
 - Covers ~50% of the course

6. Conclusion

- This is the first time the course is given, so bear with us!
 - Technical glitches are to be expected
- We brought best experts to teach you
- You are encouraged to try what you learn at home!