

Hello

I'm going to hand out outline lecture notes for most sessions so that you can see the structure of the lecture ahead of time. These are not intended to be detailed lecture notes—if you don't attend the lecture or make your own notes you probably won't be able to understand what was going on later. The textbook is an excellent resource of detailed notes that supplements the lectures.

1. Welcome to CS136
 - a. Pure vs. applied science
 - b. You should already know Java
 - c. Oh, hi, I'm Prof. McGuire
 - i. I like 3D graphics, board games, music, and being a dad
 - d. If there is a fire, please leave through the door
2. Labs
 - a. Sign up for one of the two lab sessions
 - b. Bring your textbook
 - c. It's all for your own good
3. Syllabus
 - a. Exams are worth a lot
 - b. Don't cheat
4. In class exercise: Iterate from 1 to 10
5. Static members and methods
 - a. `public static void main(String[] args)`
6. Output
 - a. `System.out.print/println`
7. Input
 - a. `import java.util.Scanner;`
 - b. `Scanner s = new Scanner(System.in);`