
Introduction to the Course

CS074-The Digital World

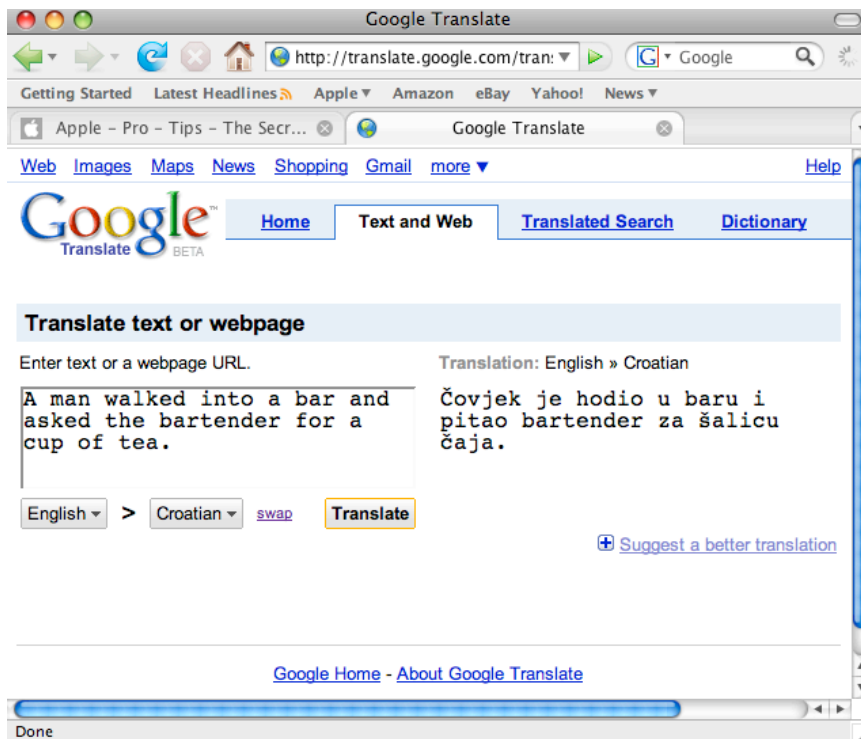
- How does MusicID extract a “fingerprint” from the few seconds of music it hears? What exactly is this fingerprint?
- How does it search for a match among fingerprints from millions of recordings? Where is that information stored?
- How is all this information sent to and from your telephone?



- How does 20Q “know” what it knows? What sort of information about the world is contained in this little box?
- How does it match the object to your answers to its questions? How does it decide what questions to ask?



If computers can do all that, why are they so bad at this?

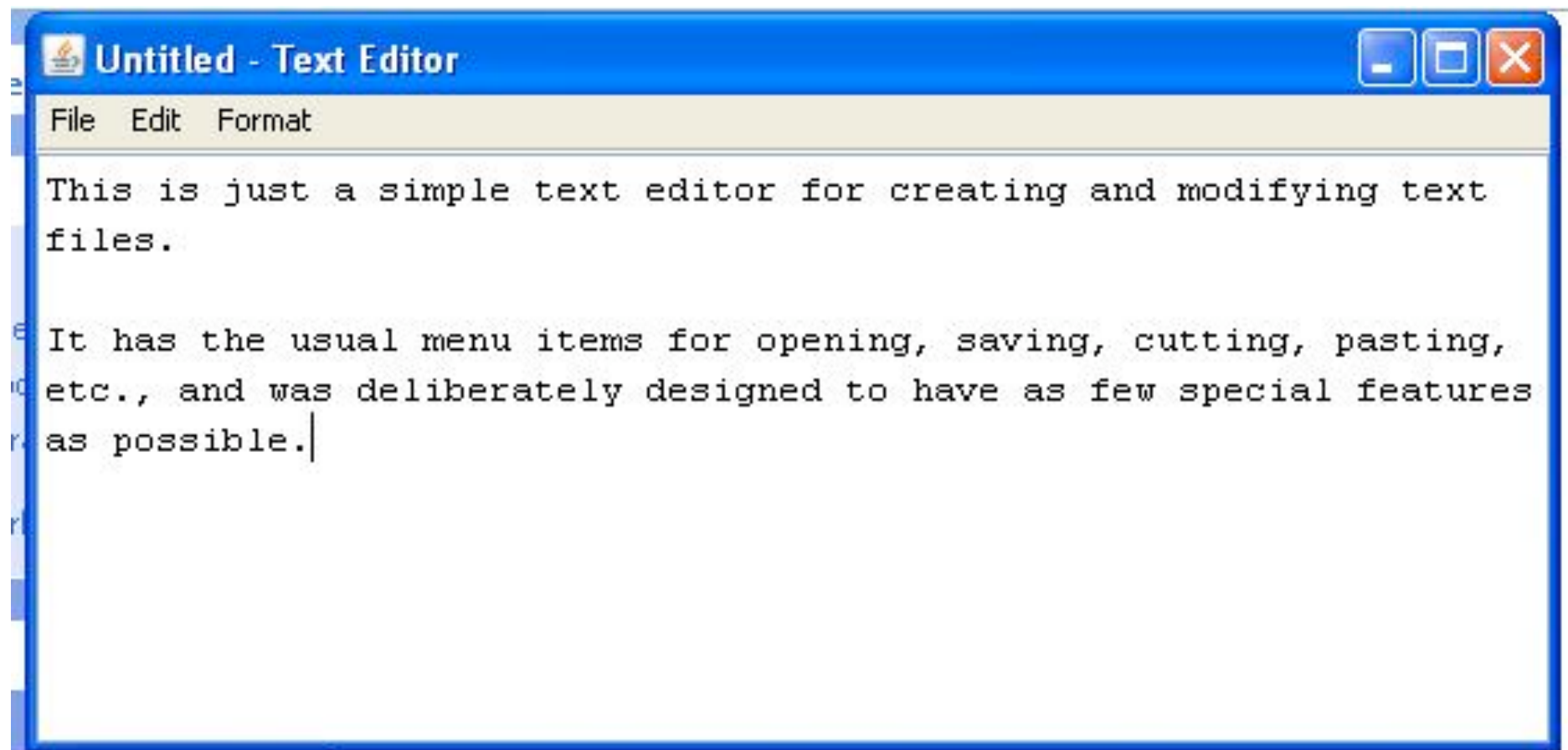


Let's look at a *boring* program

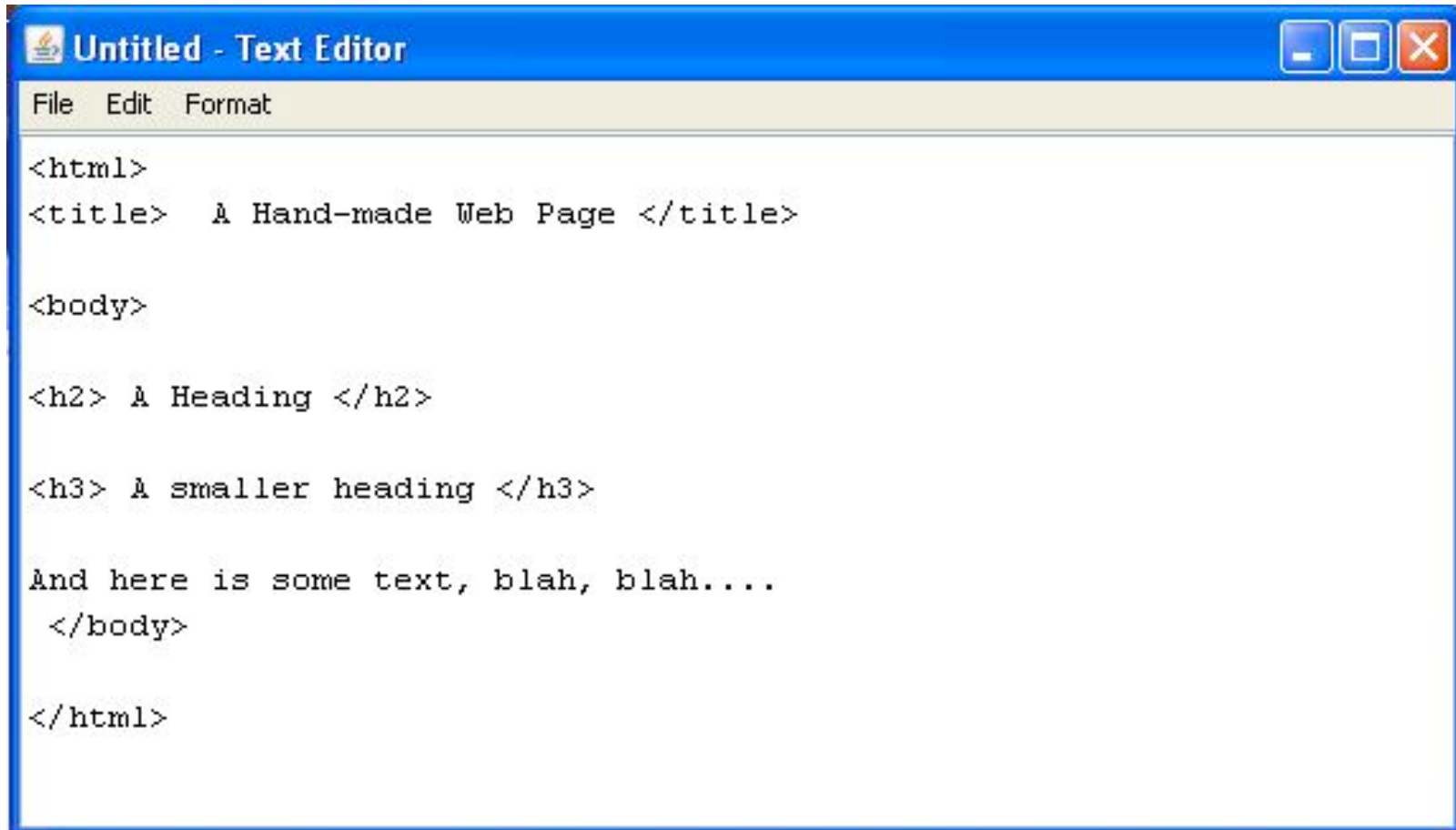
- Launch TextEditor by double-clicking the icon.
- The icon may look different on your system!



TextEditor.jar
Executable Jar File
40 KB



Let's do something interesting with it.
We'll make a Web page.

A screenshot of a classic Windows-style text editor window. The title bar is blue and reads "Untitled - Text Editor". Below the title bar is a menu bar with "File", "Edit", and "Format". The main text area is white and contains the following HTML code:

```
<html>
<title>  A Hand-made Web Page </title>

<body>

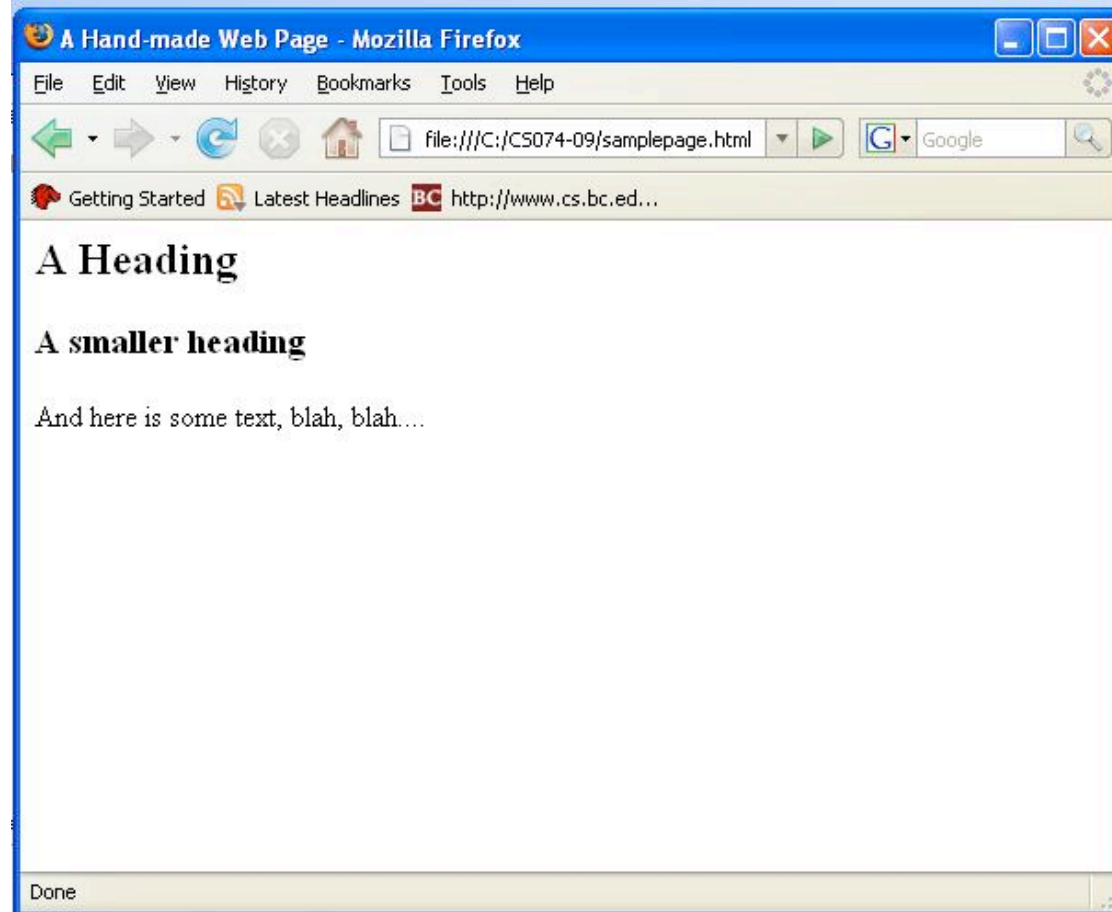
<h2> A Heading </h2>

<h3> A smaller heading </h3>

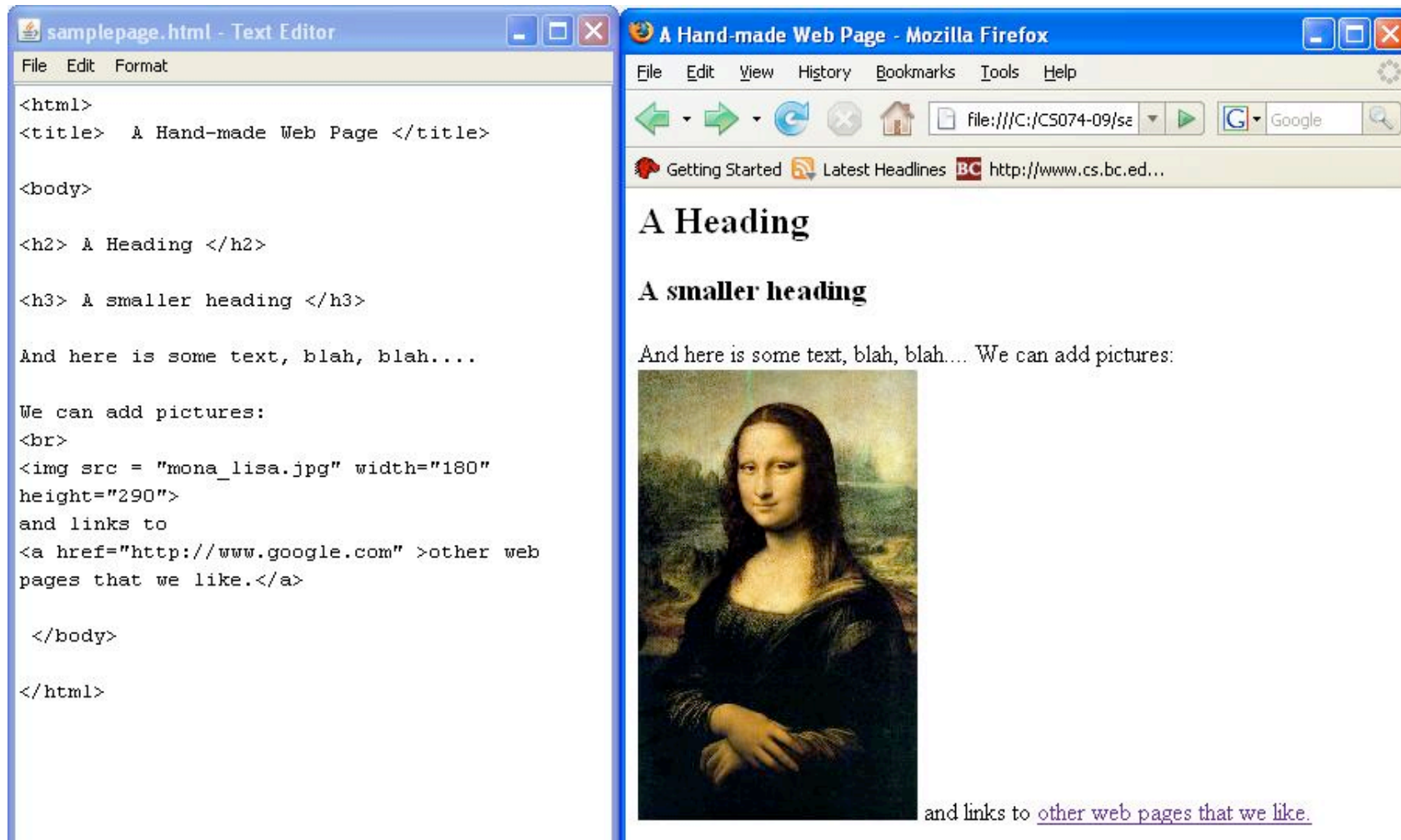
And here is some text, blah, blah....
  </body>

</html>
```

- Save the file as “samplepage.html” and then open samplepage.html in a Web browser (like Firefox, or Internet Explorer, or Safari)



We can add more stuff to the page—new headings, images and links



Web pages are represented by ordinary text

- The information contained in a web page is encoded in a language called HTML (Hypertext Markup Language).
 - The HTML contains both the text to be displayed, along with directives to the browser about how to display it, where to find the images displayed and other linked pages.
 - This is an example of a “low-level” (text) representation of “higher-level” information (the content and layout of the web page).
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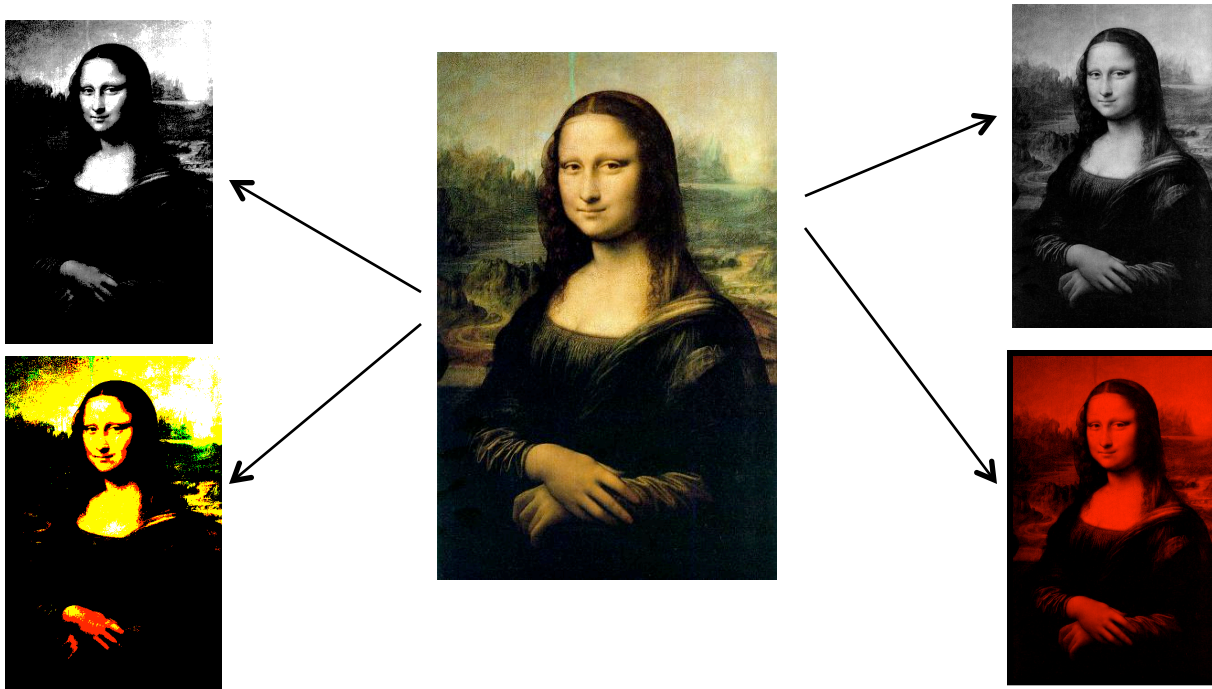
Computer Science studies the
representation and manipulation of
information

What we do in the course

- Find out how text, images, sounds, video, *all information* manipulated by a computer is represented by a bunch of 0's and 1's (*bits*).

What we do in the course

- Learn how to manipulate those bits to modify images, sounds and video.



What we do in the course

- Learn the rudiments of writing computer programs (we will use a programming language called python).
 - Write programs to draw pictures, play games, control robots, modify sounds and images, send e-mail, etc.
 - Learn how computer programs compress, encrypt and communicate data.
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