## Lecture 1: Getting Started

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Lessons = [1,2]

## What is a computer program?

```
hello (generic function with 1 method)
    - function hello(x)
    - return "Hello, $(x)!"
    - end
"Hello, world!"
    . hello("world")
```


## What makes programming languages challenging to learn?

- Programming languages are literal

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$$
42+10
$$

MethodError: no method matching +(::Int64, ::String)
Closest candidates are:
+(:Any, ::Any, !Matched::Any, !Matched::Any...) at operators.jl:560
$+(:: \mathrm{T}$, !Matched::T) where $\mathrm{T}<:$ Union\{Int128, Int16, Int32, Int64, Int8, UInt128, UInt16,
+(::Union\{Int16, Int32, Int64, Int8\}, !Matched::BigInt) at gmp.jl:534

1. top-level scope @ (Local: 1 [inlined]
```
. 5 + "2"
```

- Programming languages are procedural

```
1 1
    let
    foo(x) = x + 1
    foo(10)
end
```

UndefVarError: bar not defined

1. top-level scope @ Local: 2

- let
- $\quad \operatorname{bar}(10)$
end


## Programs (algorithms) are just things and actions

- "Things" in computer code are data
- "Actions" in computer code are generally called "functions"
- Real life is filled with algorithms

Question: What are some algorithms you run in real life?

## What are "essential" skills?

- How do I think about writing a computer program?
- When the code I've written has an error, what steps do I take to debug it?
- How do I keep track of the code that I've written?
- How do I get help when I'm stuck?


## What are not essential skills:

- syntax specific to any programming language (even julia!)
- anything that you can google (though knowing how to google is!)


## Who are you?

Kevin

PhD in Immunology, but now working as a computational biologist, studying the human microbiome and its effect on cognitive development in kids. Senior Research Scientist at Wellesley.

Married to Rachel Rynick, have a 2 year old son (Isaiah).

## Course Components

- Zulip chat; all course communication will happen here.
- Free online textbook, Think Julia
- BISC 195 course website
- "Lessons" contain additional written content, and links to other components
- Scheduled course times (Tu/F) will be mix of "lecture" and "lab"
- Lectures are what we're doing now!
- Labs will be a mix of activities, pair-programming, and chances to work on assignments
- "Assignments" are due $\sim 2$ / week, and are the primary source of your grade
- Submitted / auto graded through github classroom
- A "Final Project" will be designed and built in the last 2 weeks of class.


## An example of what's coming

(you'll be able to do all of this in a few weeks)
What's the reverse complement of:

ATTCGGGAC
"GTCCCGAAT"

## Lab 1 - Install stuff

In principle, you should have already done this, but life gets busy! Before we're done here, you should have:

- If you're a windows user, installed WSL2
- installed julia and VS Code
- (optional) Mac users, if you finish other stuff, install git


## Utils (you can ignore the stuff below)

- using PlutoUI
- using Test

```
Test Summary: | Pass Total
Some tests | 2 2
```

with_terminal() do
@testset "Some tests" begin
@test $1+1==2$
@test_throws ErrorException error()
end
end

```
dna_complements = (a = 't', c = 'g', g = 'c', t = 'a')
    dna_complements = (
        a = 't',
        c = 'g',
        g = 'c',
        t = 'a')
```

complement (generic function with 1 method)
- complement(base::Svmbol) = uppercase(dna_complements「base1)
complement (generic function with 2 methods)
- complement(base::Char) = complement(Svmbol(lowercase(base)))
complement (generic function with 3 methods)
- complement(sequence: : AbstractString) = string((complement(sequence[i]) for i in
eachindex(sequence))...)
reverse_complement (generic function with 1 method)

- reverse_complement(sequence) = reverse(complement(seauence))
lecture01_slides.jl — Pluto.jl http://localhost:1234/edit?id=b6dc30f2-ca19-11eb-117d...

