

Course Placement Information

Based on a handout by Eric Roberts and Mehran Sahami

Computers are everywhere in today's world. The more you know about computers, the better prepared you will be to make use of them in whatever field you choose to pursue. Learning to program computers unlocks the full power of computer technology in a way that is both liberating and exciting. Taking even a few CS courses will enable you to make computers do amazing things. As you begin your journey in computing at Stanford, it would serve you well to decide what are the best options for you along this route.

What introductory programming course should I take?

A very large percentage of Stanford students (about ninety percent!) take a programming course from the Computer Science Department at some point during their undergraduate career. To accommodate students with a wide range of backgrounds and interests, the CS department offers several different introductory classes:

- *CS101—Introduction to Computing Principles* and *CS105—Introduction to Computing*. These courses are designed as a general-education introduction to what this rapidly expanding field of computer science is all about. They attract an audience of approximately 500 students a year, most of whom take the courses primarily to meet the Stanford General Education Requirement in category DB-EngrAppSci. If your only interest is in meeting that requirement, CS101 or CS105 are likely to be the most appropriate courses. Like any programming courses, both CS101 and CS105 require a reasonable amount of work, but not as much as CS106A. CS 101 is offered in Spring quarter, and CS105 is offered in Autumn, Winter, and Spring quarter this year.
- *CS106A—Programming Methodology*. This course is the largest of the introductory programming courses and is one of the largest courses at Stanford – about 1,400 students took CS106A last year! CS106A teaches the widely-used Java programming language along with good software engineering principles. The course is designed to be taken by students across all departments; in fact, most CS106A graduates end up majoring outside of the School of Engineering. The course requires no previous background in programming. CS106A is offered in Autumn, Winter, and Spring quarter this year.

- *CS106B—Programming Abstractions*. This course is the natural successor to CS106A and covers more advanced programming topics like recursion, algorithmic analysis, and data structures. CS106B uses the C++ programming language, which is similar to both C and Java. If you've taken the Computer Science AP exam and done well (scored 4 or 5) or earned a good grade in a college CS course, CS106B may be an appropriate course for you to start with, but often CS106X is a better choice. CS106B assumes that you already have familiarity with good programming style and software engineering issues (at the level of CS106A), and that you can use this understanding as a foundation on which to tackle new topics in programming and data abstraction. CS106B is offered in the Autumn, Winter, and Spring this year.
- *CS106X—Programming Abstractions (Accelerated)*. CS106X currently operates as an “honors” version of our CS106B course. It is taught using the C++ programming language and covers the same topics as CS106B but with more in-depth coverage in some areas. In order to get through that much material in a quarter, CS106X moves at a very fast pace. Students are expected to have solid background comparable to our CS106A course, and should have sufficient maturity and dedication to tackle a challenging course. If you’ve had previous programming experience, this class is an excellent way to learn C++ and brush up on your skills. Don’t let anyone tell you that “real engineers take CS106X.” These days, most computer scientists and engineers (including several high-profile tech leaders) start with CS106A, where they do just fine. The last thing you want to do is get in over your head. If you think you are ready for CS106X, you might want to see how you feel about the course expectations and pace after attending the first few classes. CS106X is usually offered each Autumn quarter.

Note: Students who have previously taken CS106A and wish to enroll in CS106X in place of CS106B are free to do so. You just need be prepared for a fast paced course.

I already know how to program—shouldn’t I skip the intro courses altogether?

Many students entering Stanford today have had considerable programming experience in high school or from their own independent work with computers. If you are in that position, the idea of starting with a beginning programming course—even an intensive one like CS106X—seems like a waste of time. Your perception may in fact be correct. In our experience, there are at somewhere between 10 and 15 students (not *percent* of students) in each entering class who should start at a more advanced point in the sequence. For most of you, however, the right place to start is with the CS106 series. Most high-school computing courses are quite weak and provide very little background in modern software engineering techniques. By taking CS106, you will learn how the CS department at Stanford approaches programming and get a solid foundation for more advanced work. If you’re unsure where you should start the programming sequence, please talk with me.

Other courses

As computers become more powerful, it is possible to use them for increasingly sophisticated tasks without engaging in programming, at least in a traditional sense. The CS106 courses teach you about programming, and not about a particular programming language.

If your goal is knowing more about how to use computers, you should investigate the following courses:

- *CS1C—Introduction to Computing at Stanford.* This one-unit course is offered in the Autumn quarter only and makes sure you have a level of “computer literacy” that will allow you to function effectively at Stanford. It does not teach programming at all.
- *CS2C—Multimedia Production.* This course covers topics related to editing and publishing multimedia (sound, image, and video), including using applications like Photoshop and iMovie. Like CS 1C, this course does not teach programming and requires no programming experience.

If, on the other hand, you already have programming experience and want to learn about specific languages and tools, you should check out the following courses:

- *CS142—Web Applications.* This course covers the concepts and techniques used in constructing interactive web applications. It requires substantial prior programming experience (prerequisites: CS107 and CS108). It will be offered during Spring quarter this year.
- *CS193C—Client-Side Internet Technologies.* This course covers such client-side web-oriented topics as JavaScript, XHTML, CSS, XML, and Flash. The course requires previous programming experience at the level of CS106A. It will likely only be offered during Summer quarter this year.
- *CS193P—iPhone and iPad Application Programming.* As the name implies, this course charts the development path for a iPhone and iPad applications. It requires prior programming experience (prerequisites: CS106B/X as well as familiarity with the C programming language). It will be offered during Winter quarter this year.