

## Introduction to Computer Science E11 – Lecture 2

### **Lecture, August 30**

We began with an introduction to the course, covering chapter 0 in the textbook, but skipping section 0.2. Sections 5.1 and 5.2 were partially covered to introduce algorithms. We will also begin on chapter 1, covering up through and including page 37.

### **Lecture, September 1, 12:15–14, U26**

There will be a brief introduction to LaTeX. We will also cover more of chapter 1 in the textbook.

The textbook's interpretation of the mantissa in floating-point representations is not the same as the IEEE-standard and hence somewhat outdated: The book says that the mantissa 1010 means 0.1010 and that the first bit is always 1 in normalized numbers. IEEE-standard says that 1010 means 1.1010, meaning that the fixed normalization bit is a "hidden bit" or "implicit bit" before the radix point. In calculating the value represented by the mantissa, an extra 1 is added. This way the first bit in the mantissa may be 0. Notes about the IEEE standard can be found at <http://steve.hollasch.net/cgindex/coding/ieeefloat.html>. (For problems in this course, we will use the format described in the textbook, using the same number of bits, but the mantissa will have this IEEE-standard form, with the implicit bit.)

### **Lecture, September 6, 8:15–10, U26**

We will finish chapter 1.

## **Laboratory: September 7, IMADA's terminal room**

Meet in IMADA's terminal room with your login information. Work in groups of size 2 (maybe one of size 3). This lab is about LaTeX. Look at the notes written by Torben Nielsen and Arun Vadiveal on LaTeX on the homepage for the course: <http://imada.sdu.dk/~joan/intro/latexbook.ps> There are also two other useful links about LaTeX available on the course's homepage.