Basic Knowledge for Fledgling Programmers

Trainer

Dr. Axel Kohler

GRADE - Goethe Research
Academy, Frankfurt

• GRADE deputy managing
  director responsible for the
  natural and life sciences
• Background in psychology
  and neuroscience

Objective

No matter with which language you would like to start your programming career, there are some basics you should know about how computers and files work in order to be in the driver's seat with respect to computer issues. In addition, there are good practices you might want to learn about early on that will make your programming more efficient and solid.

In this online workshop, I will convey this basic knowledge useful for starting programmers (no previous experience required!) and we will discuss some aspects to consider when choosing your language and programming environment.

Description

You will learn how binary representations work and why hexadecimal notations are often used in the programming world. This will set the stage to understand what files on a computer actually are and how their contents can be interpreted.
This includes:

• the distinction between binary and text files (in the end, all files are created equal),
• text encoding (What is this Unicode?),
• different data formats (integers, decimal numbers, signed vs. unsigned etc.),
• and the order of bytes in a file (called "Endianness"; plus how the term relates to Jonathan Swift's classic novel "Gulliver's Travels").

In the second part of this online workshop I will suggest principles and tools that will make you a better programmer right from the start and will make your programming life easier. If you have not decided on a language yet, a few hints might help you make a pick (better multiple picks).

Methodology

• Lectures
• Practical exercises
• Q & A

Organizational Information

Language	English
Target group	Doctoral Candidates at all stages and Postdocs from all faculties
Date	Friday, 30 October 2020, 10:00 – 13:00
Registration	**For registration click here**