Math 25 Introduction

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Class Information

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- X-hour: Tuesday, 1:00pm 1:50pm. We will use this for optional classes.

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- ▶ Written: You solve problems, write down answers (which will usually require justification/proof), and hand them in. These will be turned in once a week.
- ▶ Programming: These assignments are geared towards the algorithmic aspects of number theory. You will write short programs and submit them via an automated uploader. There will also be parts of the 'programming' assignments where you will do theoretical analysis, and need to write down solutions with justification just like in the written assignments, and turn them in on papers. These assignments will be handed out every other week.

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- ▶ Final presentation and paper is 10%. People will be assigned to teams of two randomly.

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- ► Also some intersection with algorithms in computer science (CS31), although not a huge amount.

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- ▶ If you want to really understand math, you should not only do problems, but also **listen** to math (attend lecture or listen to friends talk about problems), **discuss** math (explain solutions to friends, etc.), and **read** the textbook.

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- Skipping lecture might seem attractive (you aren't required to attend, and it doesn't impact your grade), but you really shouldn't unless you are confident you can understand everything on your own.
- Don't expect to understand everything completely at once. Repeated exposure to the same material several times will reinforce your understanding.

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- ▶ Don't lose the forest for the trees. Yes, it's important to remember theorems, formulas, etc., but it's just as important to have good problem-solving strategies and understand how everything fits together.
- ► Try to do a little bit of math everyday. Studying spread out over weeks is better than waiting until the last minute. And it's a lot less stressful!