



The Set of Programmers:

How Math Restricts Us

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*Not their real names





In 2015, after working in technology for 10 years, I decided to finally see if I enjoyed programming.

I committed to taking the time
to learning programming and
decide if I liked it.





Dear Carol,

Your Application for Admission to College of Marin has been accepted!

Welcome to the College of Marin! We are very pleased that you have chosen our college to achieve your academic and personal goals. We want to ensure that your experience here is rewarding, challenging, exciting and successful at every level of your educational path. In order to assist you in your success, we have outlined the "Steps for Success" for you to follow:

I took a placement test for my
math and english skills.

Test Results

Test Name	Score
Reading Comprehension	99
Sentence Skills	116
OWPMarin	5
Elementary Algebra	53
Arithmetic	91

Test Results

Test Name	Score
Reading Comprehension	99
Sentence Skills	116
OWPMarin	5
Elementary Algebra	53
Arithmetic	91

1600

You may enroll in Eng 150, Reading and Composition (1A) This course can be transferred to UC/CSU

Test Results

Test Name	Score
Reading Comprehension	99
Sentence Skills	116
OWPMarin	5
Elementary Algebra	53
Arithmetic	91

Exnum: Branching Profile Name:026 COM Engl/ESL/Algebra

Page 2 of 2

2400

You are eligible to enroll in Math 101 Elementary Algebra--A counselor can help you determine which Math 101 section is best for you.

Exnum: | Branching Profile Name: 026 COM Engl/ESL/Algebra

Faculty
Mia Chia
Department Phone: 415-485-9510

Transfer

With an associate degree in computer science, students can transfer to bachelor degree programs in areas such as applied computer science and engineering, computer graphics, computer information systems, and computer information technology. Additionally, there are degrees with concentrations in artificial intelligence, computational linguistics, networks and security, software engineering, networking and data communication, bioinformatics, computer game design, homeland security, materials science and engineering, nuclear engineering, applied math, scientific computation, telecommunications, multimedia, and applied computing.

A.S. IN COMPUTER SCIENCE

Computer science students may choose among several paths to meet requirements for the associate degree. There are three entry-level courses, Computer Science 130, 135, and 150 (C++, JAVA, and MATLAB), that each fulfill the requirements for any of the upper-level courses. Students who complete the requirements listed below, plus additional general education and graduation requirements, will be awarded the associate degree. Due to the diversity among degree programs, students should talk with a counselor or faculty member about their career goals and transfer requirements as they prepare to make their class choices. Note: Students are required to complete English 150 for the associate degree. All students should consult a counselor.

REQUIREMENTS			UNITS
COMP	130	Introduction to Computer Programming Using C++	4
	Or		
COMP	135	Introduction to Programming in JAVA	4
	Or		
COMP	150	Programming in MATLAB for Engineers	4
COMP	160	Computer Organization: An Assembly Language Perspective	3
COMP	220	Data Structures and Algorithms	3
COMP/MATH	117	Discrete Mathematics	3
MATH	115	Probability and Statistics	4
MATH	116	Linear Algebra	3
MATH	123	Analytic Geometry and Calculus I	5

COMP 130: Introduction to Computer Programming Using C++

4.0 Units. 3 lecture and 3 lab hrs/wk. Prerequisite: Math 103 or 103AB or 103XY or sufficient score on Math Assessment Test.

An introduction to problem-solving using a structured, object-oriented programming language in C++ for those without prior programming experience. Examples and programming assignments are drawn from many areas, involving both numerical and non-numerical applications. (CSU/UC) AA/AS Area E

COMP 135: Introduction to Programming in JAVA

4.0 Units. 3 lecture and 3 lab hrs/wk. Prerequisite: Math 103 or 103AB or 103XY or sufficient score on Math Assessment Test.

Introduction to computer programming using JAVA for computer science majors and computer professionals. Course concepts include problem-solving techniques, program design, charting, control structures, primitive data types, array and string data structures, operations, algorithms, reading and writing files, exception handling, and applets. Object-oriented features are introduced, including classes, objects, inheritance, and parameter passing. (CSU/UC) AA/AS Area E

COMP 150: Programming in MATLAB for Engineers

4.0 Units. 3 lecture and 3 lab hrs/wk. Prerequisite: Math 123. May be taken as COMP 150 or ENGG 150; credit awarded for only one course.

Designed to meet computer programming requirements for engineering transfer students, this course utilizes the MATLAB environment to provide a working knowledge of computer-based problem-solving methods relevant to science and engineering, including programming and numerical analysis techniques. Students outline, write, test, and debug computer programs to solve problems and display results, emphasizing proper documentation of computer code and reports. Common examples and applications of physics and engineering are used throughout the course. (CSU/UC)

The Math 103 class has a prerequisite of Math 101, the class I was actually eligible to enroll in.



MATH 101A: Elementary Algebra I

1.5 Units. 5 lecture hrs/wk. Prerequisite: Math 95 or 95B or 95Y or sufficient score on Math Assessment Test.

An introduction to elementary algebra. Taken with Math 101B, this course is equivalent to Math 101. It is designed for students wishing to take more time learning elementary algebra. Topics include linear equations and inequalities, slope of lines, linear graphs, and systems of equations.

MATH 101B: Elementary Algebra II

1.5 Units. 5 lecture hrs/wk. Prerequisite: Math 101A or 101X.



MATH 103A: Intermediate Algebra I

2.5 Units. 5 lecture hrs/wk. Prerequisite: Math 101 or 101AB or 101XY or satisfactory score on Math Assessment Test.

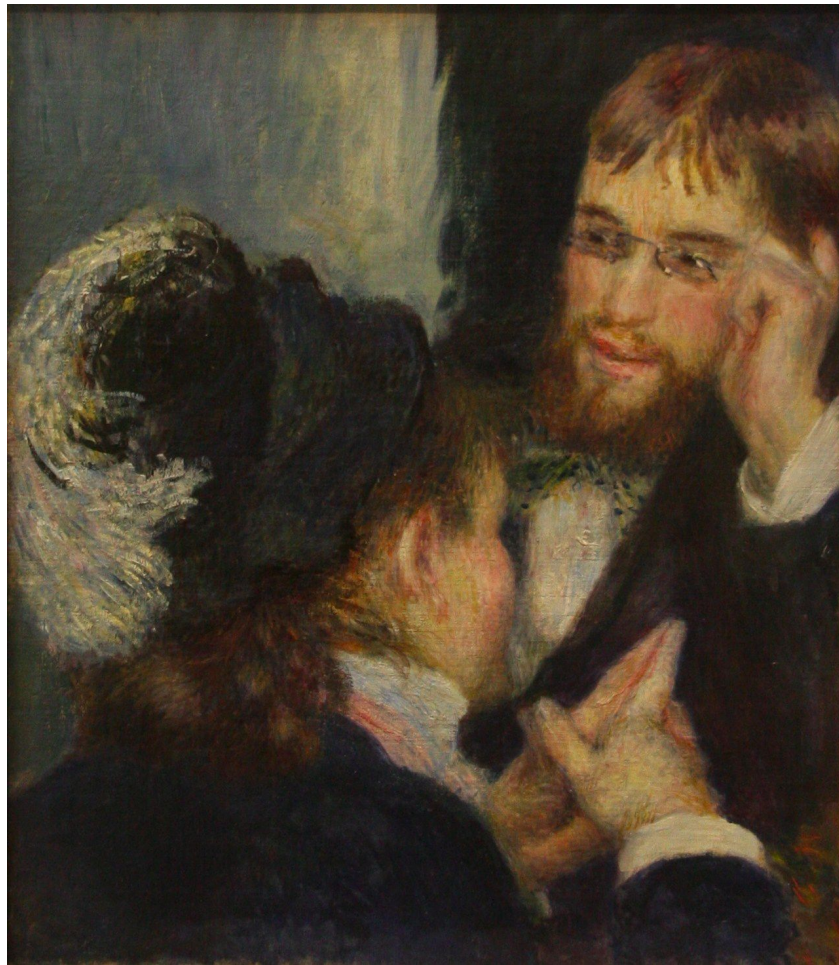
This course, taken with Math 103B, is equivalent to Math 103. It is designed for students wishing to take more time learning intermediate algebra. Topics include real number properties, polynomials, rational expressions, first degree equations, inequalities and applications, systems of linear equations with matrix elimination methods, linear programming, functions, and graphs. AA/AS Math Proficiency (combined with Math 103B); AA/AS Area E (combined with Math 103B)

I would need to take and pass two sections of math before I can even *enroll* in the Introduction to Programming classes.

I didn't enroll in those math classes.







The methods of entry into this field and the hiring practices within the industry are both to blame.

1. Separate math and programming.
2. Separate programming and computer science.
3. Separate those fields in computer science that require math skills from those that don't.

*“Math” here means what students learn beyond arithmetic.

1. Separate math and programming

29%

Percentage of Americans who report they are “not good at math.”

1 <http://changetheequation.org/press/new-survey-americans-say-%E2%80%9Cwe%E2%80%99re-not-good-math%E2%80%9D>

21%

Men who say they're "not good at math."

37%

Women who say they are “not good at math.”

39%

Percentage of Americans 18-24 years old who report not being good at math.

1/3

Portion of Americans who say they'd rather clean the bathroom than do a math problem.

3 ways a person gets into
programming:

1. Academia

2. Self-taught through
tutorials and/or textbooks

3. Coding bootcamps or other formal online training

1. Academia

Applying
Application Deadlines
Information Kit
Information Sessions
Immersion Courses / Prerequisites
Programming Prerequisites
Math Prerequisites
International Applicants
Tuition and Fees
FAQ

Prerequisite Courses

Take course or pass placement exam

Concepts of Programming

Math for Computer Science



Masters Program in Computer Science Curriculum

9-COURSE PROGRAM

5 Core Courses in Programming, Algorithms, Databases, Computer Systems, Networks & Architectures

4 Electives in applied technologies in areas such as big data, web development, mobile application development, cloud computing data analytics, computer and network security.

12-COURSE PROGRAM

6 Core Courses in Programming, Algorithms, Databases, Computer Systems, Networks & Architectures

3 Electives in Applied Computing Skills

3 Specialization classes in Software Engineering, Data Analytics or High Performance Computing

Internship in area of specialization

We offer two foundation courses **Concepts of Programming** and **Math for Computer Science: Discrete Math** that all incoming Masters in Computer Science students are required to take or place out of prior to beginning the course curriculum in the MPCS. These courses are very important for students with little or no computer science education or experience to build their foundational knowledge for the rest of the program.

Quick Links

- [Autumn 2016 Course Schedule](#)
- [2016 - 2017 Course Schedule](#)
- [Online Application](#)
- [MPCS Alumni Profiles](#)
- [Computer Science Job Board](#)
- [Computer Science Student Activities Committee](#)
- [Course Request Form for Non-MPCS Students](#)
- [my.UChicago](#)
- [Department of Computer Science](#)
- [The University of Chicago](#)

Requirements for the Sc.B.Degree in Math and Computer Science

Concentration Prerequisites (4 courses)

Math

- Three semesters of calculus through Math 180, 200, or 350
- Math 520 or 540

Concentration Requirements (15 courses)

Core - Math

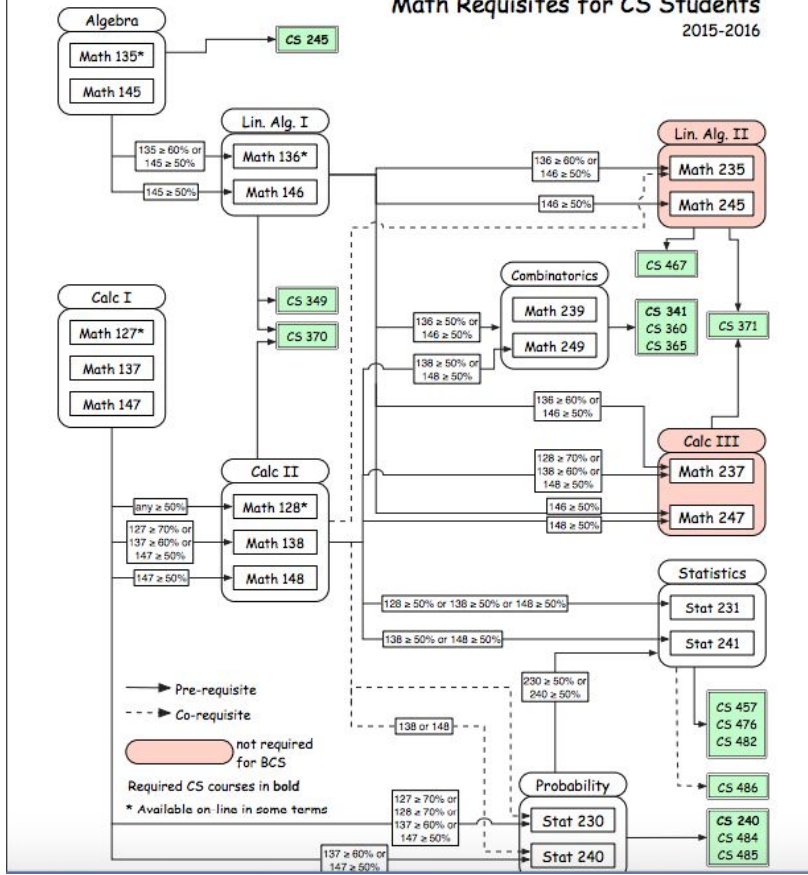
- Math 1530

Core - Computer Science

- (CSCI 150 and CSCI 160) or (CSCI 170 and CSCI 180) or (CSCI 190 and an additional CS course not otherwise used to satisfy a concentration requirement; this course may be CSCI 180, an intermediate-level course [220, 320,330,510], or a 1000-level course)
- One of
 - CSCI 320
 - CSCI 330
- One of
 - CSCI 220
 - CSCI 510

Math Requisites for CS Students

2015-2016





[Home](#) > [Admissions](#) > [Undergraduate](#) > [Courses listing](#) > [Computer Science](#)

Computer Science

LAST UPDATED

30 SEP 2016

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[ABOUT](#)

REQUIREMENTS

[FEES AND FUNDING](#)

[HOW TO APPLY](#)

[STUDENT PROFILES](#)

[KEY INFORMATION SET](#)

- **A-levels:** A*AA with the A* in Mathematics, Further Mathematics or Computing/Computer Science
- **Advanced Highers:** AA/AAB
- **IB:** 39 (including core points) with 766 at HL
- **Or any other equivalent** (see [other UK qualifications](#), and [international qualifications](#))

Candidates are expected to have Mathematics to A-level (A or A* grade), Advanced Higher (A grade), Higher Level in the IB (score 7) or another equivalent. Further Mathematics or another science would also be highly recommended.

« [PREVIOUS](#)
[About](#)

[NEXT](#) »
[Fees and Funding](#)

A BA in 3 years or an MCompSci in 4 years
UCAS code: G400

COURSE STATISTICS FOR 2015 ENTRY

Interviewed: 34%
Successful: 9%
Intake: 30

MORE INFORMATION

[Download the course brochure](#)

Computer Science:
www.cs.ox.ac.uk/ugadmissions
+44 (0) 1865 273821 / 273863
undergraduate.admissions@cs.ox.ac.uk

OPEN DAYS

Wednesday 28 June, Thursday 29 June,
Friday 15 September 2017

Computer Science open day: [Saturday 23 April 2016](#)

Academia is clearly making
math a prerequisite for
entering the computer science
field.

2. Self-taught through programming textbooks and tutorials

By page 41 of Programming
in C by Stephen Kochan has
introduced polynomials.

Maybe you're saying, oh, don't start with C. Start with Python.

By page 58 of Introduction to Programming in Python by Robert Sedgewick and Kevin Wayne the quadratic formula is being used.

Maybe you're saying, oh, don't start with Python. Start with Java.

Head First Java by Kathy Sierra
doesn't introduce numbers
until page 274.

“Math class (do you really need an instance of it)?”

Math is also a prerequisite to teaching yourself to program, albeit there are some counterexamples.

3. Coding Bootcamps

17,966 coding bootcamp
graduates in 2016

119,919 total computer
science or computer
engineering undergraduates
in the US and Canada in 2015

Bootcamps are offering
courses in HTML/CSS, Ruby,
React, and other languages.

Coding bootcamps spend much less of their curriculum on math and are much more open to other teaching methods.

However, the main method most people still use to get jobs in the technology industry is through a degree.

Coding bootcamps and self-taught learners are still not on a level playing field with peers who have computer science degrees.



2. Separate programming and computer science.

“A **computer scientist** is a **scientist** who has acquired the knowledge of computer science, the study of the theoretical foundations of information and computation and their application.”

“A **computer programmer** [...] is a person who writes computer software. The term computer programmer can refer to a specialist in one area of computer programming or to a generalist who writes code for many kinds of software [...] A programmer’s primary **computer language** (Assembly, COBOL, C, C++, C#, Java, Lisp, Python, etc.) is often prefixed to these titles...”

“Computer science” is a catch-all major for all topics in technology, no matter a person’s specific interests.

Let's give people the ability to major in computer programming or computer science based on their career interests.

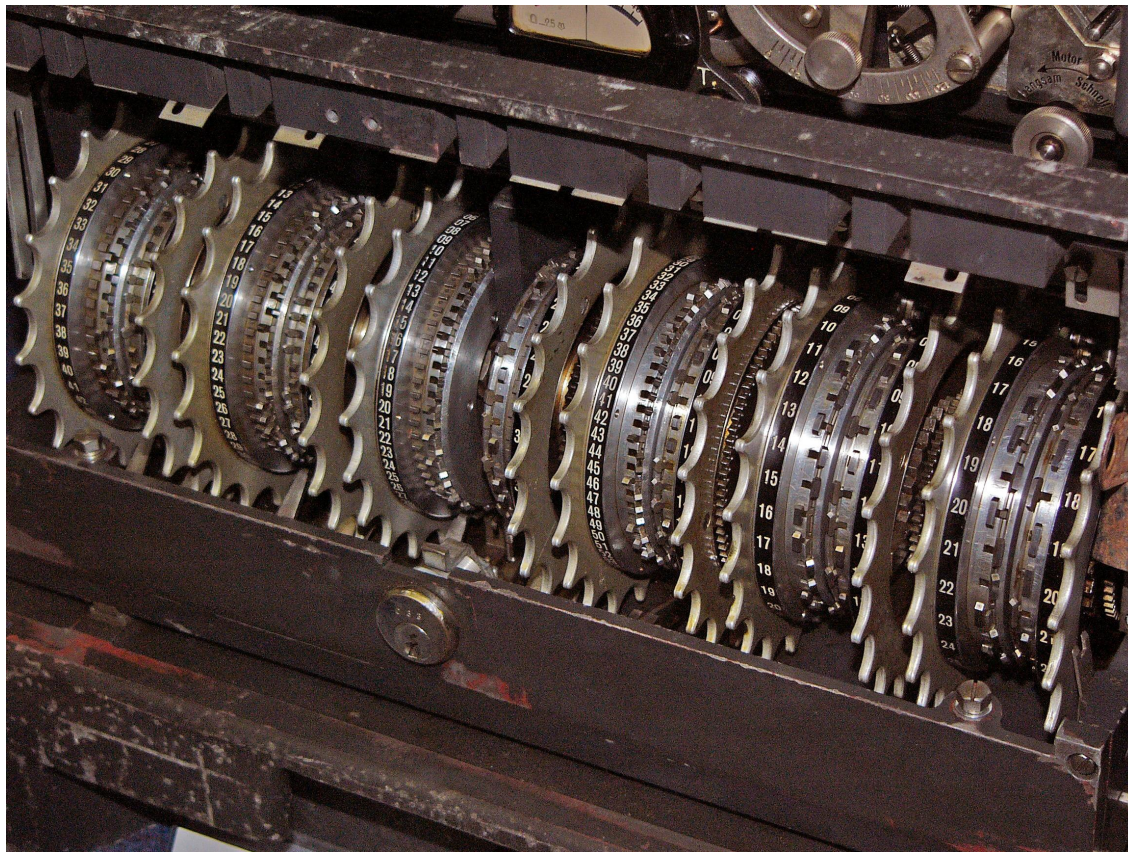
“Information technology”

Applied computer science vs.
Theoretical computer science



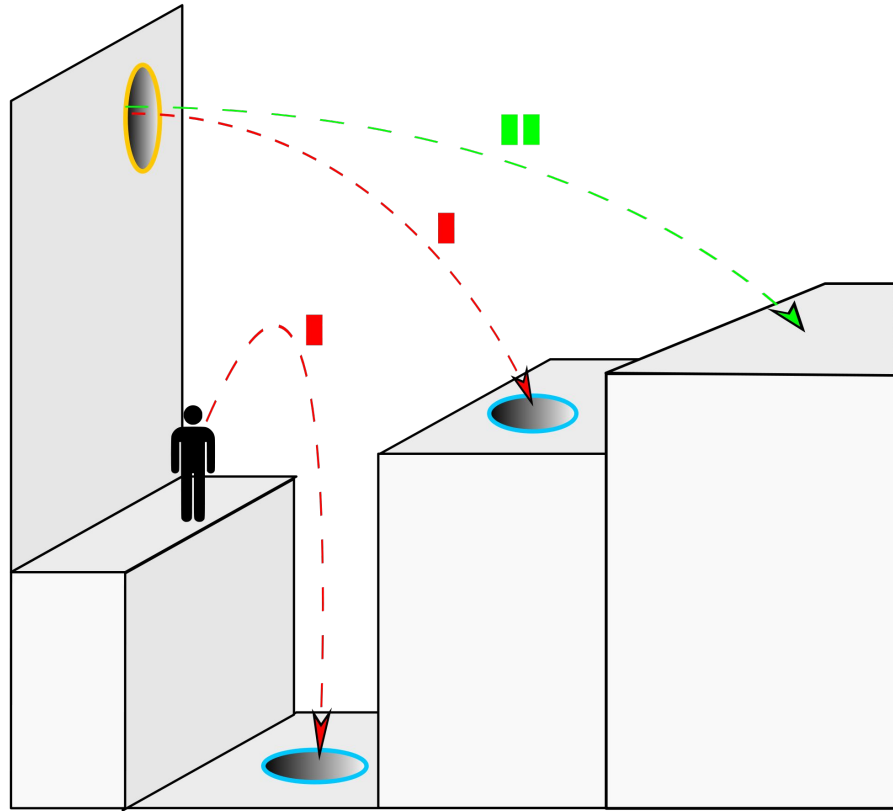
3. Separate those fields of computer science that require math skills from those that don't.

Some computer science topics
absolutely require math skills.



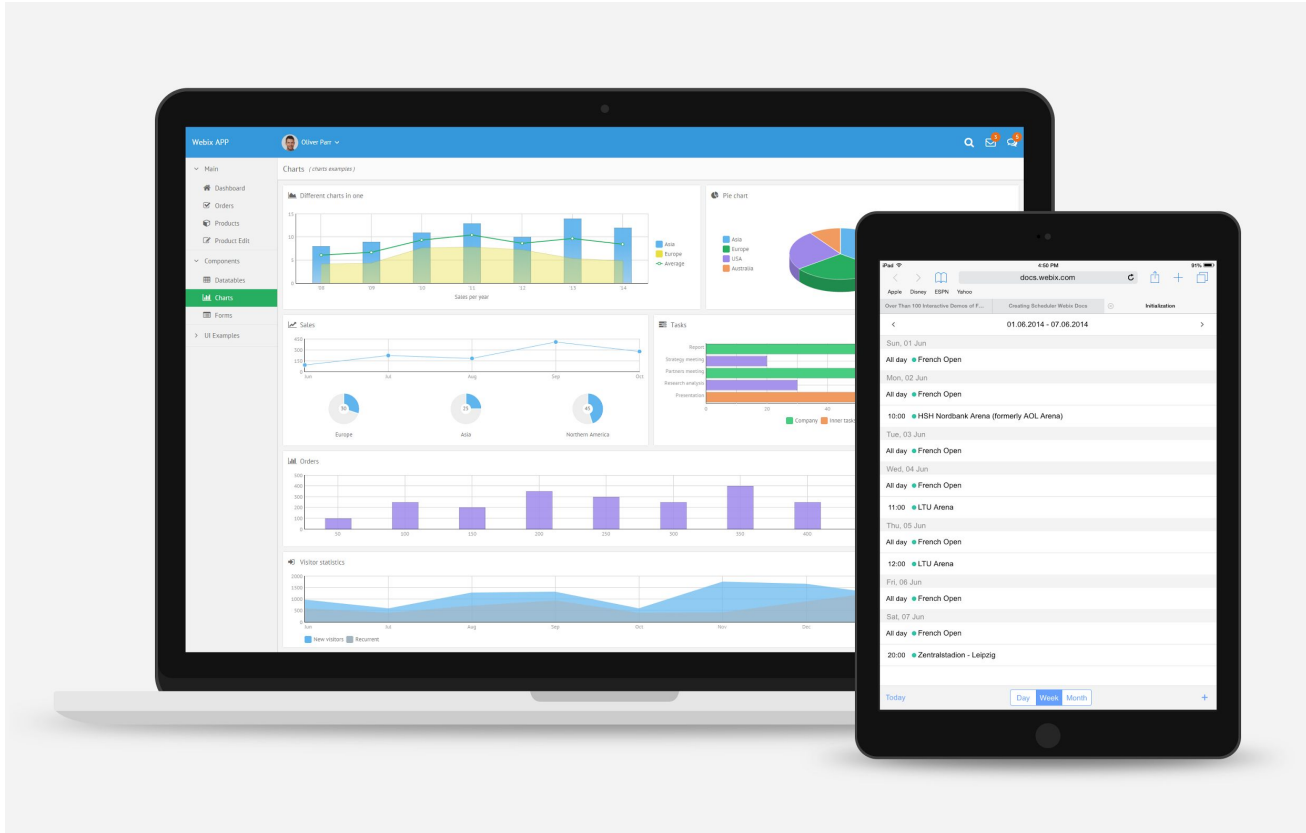
Cryptography

1 <https://upload.wikimedia.org/wikipedia/commons/3/39/SZ42-6-wheels-lightened.jpg>

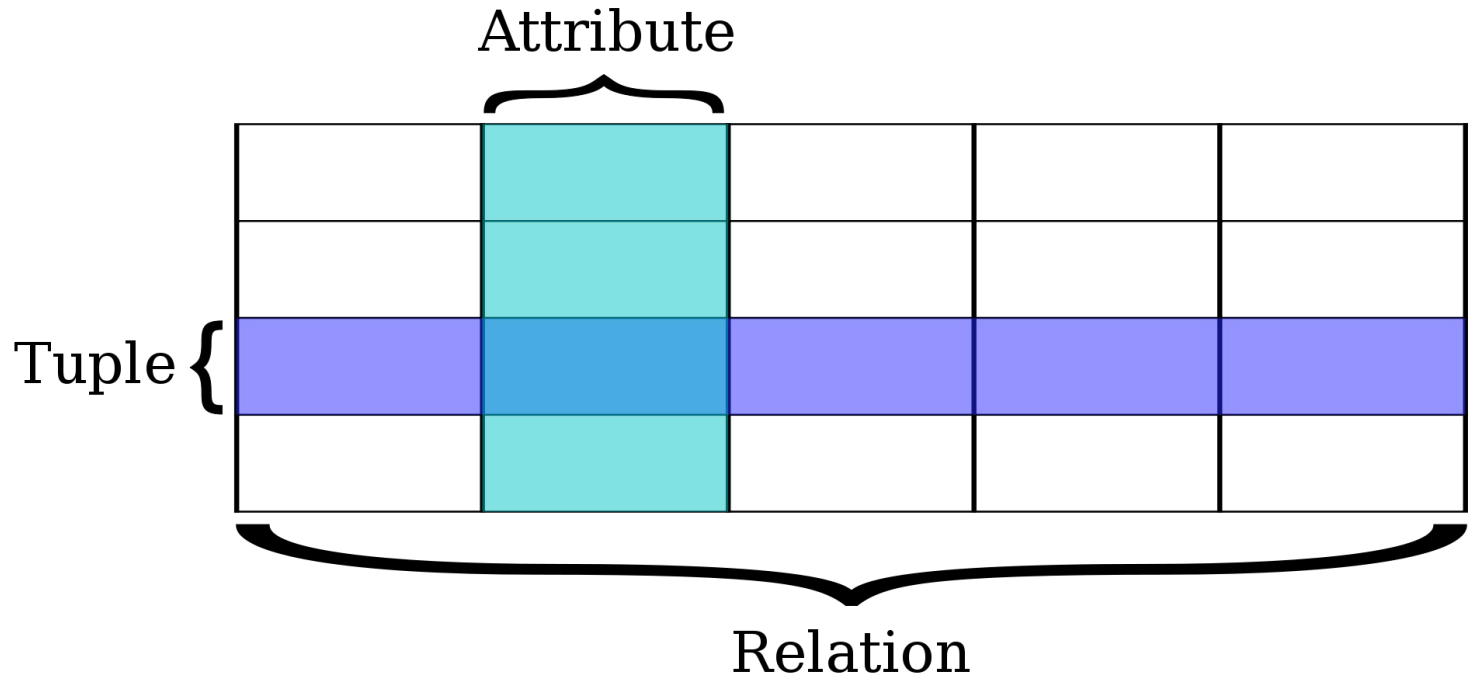


Video game physics

But what about...



User Interface Design



Databases

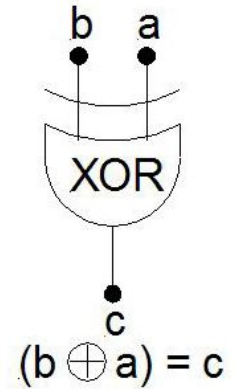
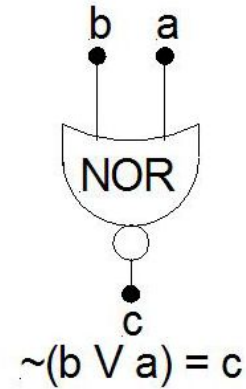
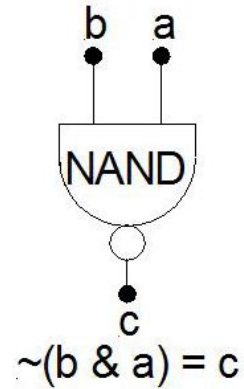
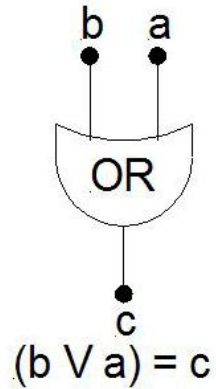
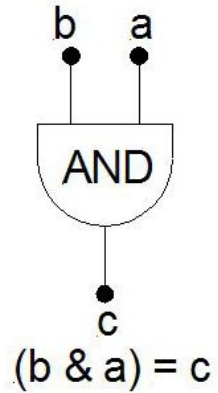
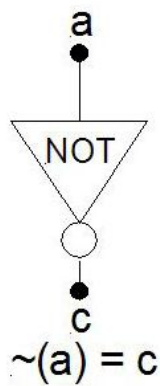
We can write academic curriculum from either perspective: the computer programmer or the computer scientist, depending on their interest.

We can also write tutorials
and textbooks from either
perspective as well.

Skills that are more important
to learning to program:

Logic

Symbols for common engineering connectives



LSAT

An advertising executive must schedule the advertising during a particular television show. Seven different consecutive time slots are available for advertisements during a commercial break, and are numbered one through seven in the order that they will be aired. Seven different advertisements – B, C, D, F, H, J, and K – must be aired during the show. Only one advertisement can occupy each time slot. The assignment of the advertisements to the slots is subject to the following restrictions:

B and D must occupy consecutive time slots.

B must be aired during an earlier time slot than K.

D must be aired during a later time slot than H.

If H does not occupy the fourth time slot, then F must occupy the fourth time slot.

K and J cannot occupy consecutively numbered time slots.

1. Which of the following could be a possible list of the advertisements in the order that they are aired?

- (A) BDFHJCK
- (B) CJBHDKF
- (C) HBDFJCK
- (D) HDBFKJC
- (E) HJDBFKC

2. If advertisement B is assigned to the third time slot, then which of the following must be true?

- (A) C is assigned to the sixth time slot.
- (B) D is assigned to the first time slot.
- (C) H is assigned to the fourth time slot.
- (D) J is assigned to the fifth time slot.
- (E) K is assigned to the seventh time slot.

3. Which of the following could be true?

- (A) B is assigned to the first time slot.
- (B) D is assigned to the fifth time slot.
- (C) H is assigned to the seventh time slot.
- (D) J is assigned to the sixth time slot.
- (E) K is assigned to the third time slot.

4. If C is assigned to the third time slot, then each of the following could be true EXCEPT:

- (A) B is assigned to the fifth time slot.
- (B) D is assigned to the sixth time slot.
- (C) F is assigned to the fourth time slot.
- (D) J is assigned to the first time slot.
- (E) K is assigned to the second time slot.

5. If H is assigned to the first time slot, then which of the following is a complete and accurate list of all the time slots to which C could be assigned?

- (A) second, fifth, sixth, seventh
- (B) second, fourth, fifth, sixth, seventh
- (C) second, fourth, sixth
- (D) second, third, fifth, sixth, seventh
- (E) second, third, sixth

6. If J is assigned to the seventh slot, then which of the following must be assigned to the fifth slot?

- (A) B
- (B) C
- (C) D
- (D) F
- (E) K

Language learning skills

Argument structure

Could we introduce recursive concepts early in textbooks?

Could we introduce loops
before algebra in a textbook?

The technology industry

Many jobs in technology still have formal education or degree requirements.

If you are interested in getting into technology professionally, you most likely need to have a computer science degree.

We also don't talk in the technology industry about all the other opportunities available that aren't related to programming.

Program/Product Management

Technical Writing

Legal

Human Resources

Sales

Operations

What to do?

If you work in academia,
consider advocating for your
computer science degrees
being split into applied and
theoretical.

If you find yourself writing a textbook or a tutorial, please keep my friend Boris in mind.

If you find yourself mentoring someone in programming, keep in mind they may struggle with math.

If you are in a hiring position at your company, please consider eliminating the formal degree requirement for your technology-related jobs.

The mathematical concepts
might make sense to you, but
for some people they are a
steep barrier to entry.

We may be unwittingly
excluding people we'd like to
get into our field without
realizing it.

There's lots of things that get
someone into or out of
technology.

Culture

Help getting started

Interest

Life factors

We don't need to make math
one of them.



Questions?

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