COSC 120.3 Schedule
Fall 2010

8/30	Syllabus, What is Computer Science?	9/1	History of Computer Science	9/3	Intro to Computers
9/6	No Class	9/8	What is an algorithm?	9/10	Hello World
9/13	Arithmetic; Project 1 Due	9/15	Boolean Operations	9/17	Robotics; Exam review
9/20	Exam 1	9/22	Types and Variables	9/24	Methods
9/27	Classes and Objects	9/29	Classes and Objects	10/1	Classes and Objects
10/4	AI	10/6	Software Engineering	10/8	UML; Project 2 Due
10/11	Reading Day	10/13	Control Statements	10/15	Control Statements
10/18	Control Statements; Exam Review	10/20	Exam 2	10/22	Game Design
10/25	Game Design	10/27	More Control	10/29	More Control
11/1	More Control	11/3	More Control	11/5	More Control
11/8	Random	11/10	Random; Project 3 due	11/12	Theoretical Foundations; Exam Review
11/15	Exam 3	11/17	Operating Systems	11/19	Networks
11/22	Programming Languages	11/24	Thanksgiving	11/26	Thanksgiving
11/29	Strings	12/1	Strings	12/3	Strings
12/6	Parallel and Distributed; Project 4 Due	12/8	What's next?	12/10	Final Exam Review