Introduction to Computer Science
Schedule: Subject To Change

#	Day	Date	Textbook	Notes	Assignment due
1	M	4/1	1.1-1.5	Intro to course and UNIX	Getting started
2	W	4/3	1.6-1.9	Intro to Python, followed by lab	Getting to know UNIX
3	F	4/5	5.1-5.4	Objects and graphics	Introduction to Python
4	M	4/8	2.1-2.5	Calculations and expressions	Basic graphics programming
5	W	4/10	3.1-3.6	Computing with numbers	Automatic landscape
6	F	4/12	4.1-4.6	Strings, files, conditionals, loops	Automatic landscape, redux
7	M	4/15	7.1-7.3	Strings, files, conditionals, loops	Talk like a pirate
8	W	4/17	2.6,8.1-8.3	Strings, files, conditionals, loops	Rotation Cipher
9	F	4/19	6.1-6.8	Functions, images	Rotation Cipher, redux
10	M	4/22		Exam 1	
11	W	4/24	8.3-8.5	Images, conditionals, loops	
12	F	4/26	catch up*	2d images, nested loops, functions	Image Processing 1
13	M	4/29	11.1-11.3	2d images, 2d lists	
14	W	5/1	11.6	Functions, parameters, 2d lists	Image Processing 2
15	F	5/3	11.6	Functions, parameters, 2d lists	Image Processing 3
	M	5/6		BREAK	
16	W	5/8	10.1-10.5	Creating your own classes	Data analysis, part 1
17	F	5/10	10.1-10.5	Creating your own classes	
18	M	5/13		Exam 2	
19	W	5/15	10.1-10.5	Creating your own classes	Data analysis, part 2
20	F	5/17	12.1-12.4	Object Oriented Design	
			(12.3.5 optional)		Lunar Lander 1
21	M	5/20	13.1,13.3	Searching and sorting	Lunar Lander 2
22	W	5/22	13.1,13.3	Searching and sorting	Skyline Part 1
23	F	5/24	13.2	Sorting, recursion	Skyline Part 2
24	M	5/27	13.2,13.4.1	Recursion	Final project proposal / design
25	W	5/29	13.2,13.4.1	Recursion	Recursion
26	F	5/31		Additional topics	Searching and Sorting
27	M	6/3		Additional topics	
28	W	6/5		Exam 3	

final project due: Monday, June 10