CS1316 Class Schedule

Summer, AY 2008

Week 1

May 12th
Introduce Modeling and Java

May 14th
Manipulating Pictures

May 16th
Homework 1 – Basic Inheritance

Week 2

May 19th
More Pictures

Introduce Turtles

May 21st
Turtle Drawing

Collections of Turtles - arrays

May 23rd
Homework 2 – Advanced Picture methods

Week 3

May 26th
Linked Lists of Turtles

Introduce Sounds

May 28th
More on Sounds; Lists of Sounds; Lists that Repeat

May 30th
Homework 3 Drawing with Turtles / Turtle Letters

Week 4

June 2nd
Manipulating Music

June 4th
Lists of Pictures

Test 1

Week 5

June 9th
Rendering Scenes and Animations

June 11th
More Rendering Scenes and Animations

Mid-term Reports Due

June 13th
Homework 4 - LinkedList

Week 6

June 16th
Sounds

June 18th
Lists and Trees

June 20th
Homework 5 – Sound

Drop Day

Week 7

June 23rd
More Lists and Trees

Stacks and Queues

June 25th
Simulation package and a variety of simulations

Test 2

Week 8

June 30th
Simulation package and a variety of simulations

July 2nd
Simulation Continued

July 3rd
Homework 6 – Movie

July 4th
Holiday

Week 9

July 7th
Simulation Continued

July 9th
Swapping agents for characters. FINALLY! We can make villagers and wildebeests

July 11th
Homework 7 – Family Tree

Week 10

July 14th
Starting on discrete event simulation. Not all time is our time. Resources and lining up our agents (queues)

July 16th
More discrete event simulations

Test 3

Week 11

July 21st
More discrete event simulations

July 23rd
Wrap-up and review

July 25th
Homework 8 - Wolves, deer and Corn

Finals Week

July 28th – 31st