

Schedule

Block	Week	Date	Lectures	Assessment
<i>Introduction</i>	1	March 4th	Introduction	
<i>OOP/Java Foundations</i>		March 5th	Classes and Objects I	
	2	March 11th	Classes and Objects II	
		March 12th	Methods	
	3	March 18th	Input and Output	
		March 19th	Arrays	
	4	March 25th	Privacy and Mutability	
		March 26th	Review and Slick Introduction	
<i>Abstraction</i>	5	April 1st	Inheritance	
		April 2nd	Abstract Classes	
		April 5th		Project 1 Released (11:59pm)
	6	April 8th	Software Tools	
		April 9th	Interfaces	
<i>Advanced OOP and Software Design</i>	7	April 15th	UML	
		April 16th	No Lecture	Mid-Semester Test
		April 19th		Project 1 Due (11:59pm)
				Project 2 Released (11:59pm)
			Mid-Semester Break	
	8	April 29th	Generics I	
		April 30th	Generics II	
		May 3rd		Project 2A Due (11:59pm)
	9	May 6th	Exceptions	
		May 7th	Design Patterns I	
	10	May 13th	Design Patterns II	
		May 14th	Software Testing and Design	
	11	May 20th	Games and Asynchronous Programming	
		May 21st	Advanced Java Concepts	
		May 24th		Project 2B Due (11:59pm)
<i>Wrap Up</i>	12	May 27th	Guest Lecture	
		May 28th	Project Awards and Final Exam	

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		March 19th	Arrays	M
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		March 26th	Review and Slick Introduction	M
Abstraction	5	April 1st	Inheritance	M
		April 2nd	Abstract Classes	M
		April 5th		
	6	April 8th	Software Tools	M
		April 9th	Interfaces	M
Advanced OOP and Software Design	7	April 15th	UML	M
		April 16th	No Lecture	
		April 19th		
			Mid-Semester Break	
	8	April 29th	Generics I	K
		April 30th	Generics II	K
		May 3rd		
	9	May 6th	Exceptions	K
		May 7th	Design Patterns I	K
	10	May 13th	Design Patterns II	K
		May 14th	Software Testing and Design	M
	11	May 20th	Games and Asynchronous Programming	M
		May 21st	Advanced Java Concepts	M
		May 24th		
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IDE Workshop

Slick Introduction Workshop