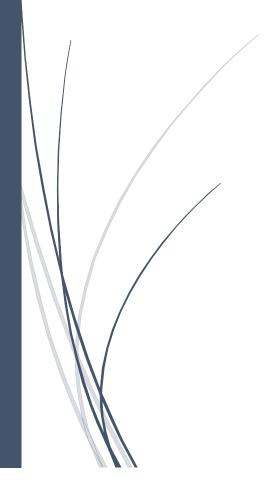9/15/2020

Computer Science

Anthony Nadeau

VANIER COLLEGE

Fall 2020 Study Plan

Table of Contents

Table Legend

Every green box in the table above is either a week with no assignments, or a week assigned for studying.

Every other box includes an assignment, test, or other evaluation assigned to the class for the week.

Fall 2020 Study Plan

Purpose of this Document

The purpose of this document is to highlight important upcoming events for the Fall 2020 semester. It includes evaluations, due dates, and anything particularly notable for all of my classes throughout the semester.

Course Descriptions

Math Concepts:

This class focuses on using linear algebra and statistics, reviewing things such as systems of equations, linear functions, vectors, and matrices. These are key components in 2D rendering.

Programming 1:

This class focuses on teaching students the key parts of programming in Java, as well as the basics. The main part of this class is to help students get into the right mindset for programming, and understanding things such as syntax, and the different things that make up the Java programming language

Intro to Computer Science:

This class teaches students the foundation of computer science as well as its history. Students learn the fundamental aspects of the science, and how it relates to real world events.

Game Programming 1:

This class provides students with a basic understanding of the key parts of a video game, as well as how to make them. It encourages creativity, as well as trying new things. The course allows students to also gain experience in video game development for future projects.

French:

This course is to aid students in improving their french, while also learning about real world topics such as programmed obsolescence and more. We learn ways to improve our grammar and understanding of the language.

English:

This course is intended to provide students with the education needed to have a college level proficiency when it comes to english reading and writing.

Fall 2020 Study Plan

Study Plan Table

	Math Concepts	Programming 1	Intro to Comp.Sci.	Game Programming 1	French	English
Week 1	Course outline	Course outline	Course outline	Assignment #1 due	Course outline	Course outline
Week 2		Week 1 summary due	Mio assignment	Assignment #2 due	Texte 1	Introduction Essay
Week 3	Linear Functions WebWork Due	Week 2 summary due	Git assignment	Assignment #3 due	Texte 2	Covid-19 summer Essay
Week 4		Week 3 summary due	Word and Git assignment	Assignment #4 due	Examen #1	"Alright" Video Analysis
Week 5	Systems of Equations WebWork Due	Assignment #1 Due, Week 4 Summary due	Test	Assignment #5 due	Texte 3	"Stan" Video Analysis
Week 6		Week 5 summary due	Assignment #4	Assignment #6 due	Texte 4	1st Written Evaluation
Week 7	Vectors WebWork Due	Week 6 summary due	Assignment #5	Assignment #7 due	Examen #2	Practicing codes and conventions
Week 8	Mid-Term Assesment (30%)	Assignment #2 Due, Week 7 summary due	Assignment #6	Assignment #8 due	Texte 5	
Week 9	Matrix WebWork Due	Week 8 summary due	Test	Assignment #9 due	Texte 6	Structure of an essay
Week 10		Week 9 summary due	Assignment #7	Assignment #10 due	Examen #3	Video analysis
Week 11	Raw Data WebWork Due	Assignment #3 Due, Week 10 summary due	Assignment #8		Texte 7	Practice Essay
Week 12		Week 11 summary due	Assignment #9		Texte 8	Essay correction and practice
Week 13		Week 12 summary due				
Week 14		Week 13 summary due				
Week 15	Final Exam (30%)	Final Assignment due, Week 14 summary due	Final test	Final Assignment due	Examen finale	Final Essay