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**Computer Science**

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Fall 2020 Study Plan

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# 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 |