**Write new office hours on board

1) Points/Vectors

-Addition and subtraction (mention type checking)
-Magnitude
-Normalization

2) Dot Product / Projections

-Define dot product and show law of cosines
    *Talk about principal value set of cosine and how it flips back around when passing 180
-Stress how this concept will be used again and again in the course and how it generalizes to high dimensions
-**Raffle point question (First 5)**: Project (1, 2, 3) onto (4, 1, 2)
Answer: (4/7)(4, 1, 2) = **(16/7, 4/7, 8/7)**

3) Cross Products Intro

-Simply define: more detail next time
-A note on coordinate systems and the right hand rule (anecdote)

4) Line Segment Intersection

-Make the point that using slope and y intercept can be numerically unstable near vertical slopes

4) Point Inside Triangle (BQOTD)

5) Mini Assignment 1 / Intro To Javascript

*Take anonymous poll while I'm setting up: who has seen HTML?
-Show GUI example
-Implement the big question of the day in Javascript real time
    *Fallback: Implement vector projection