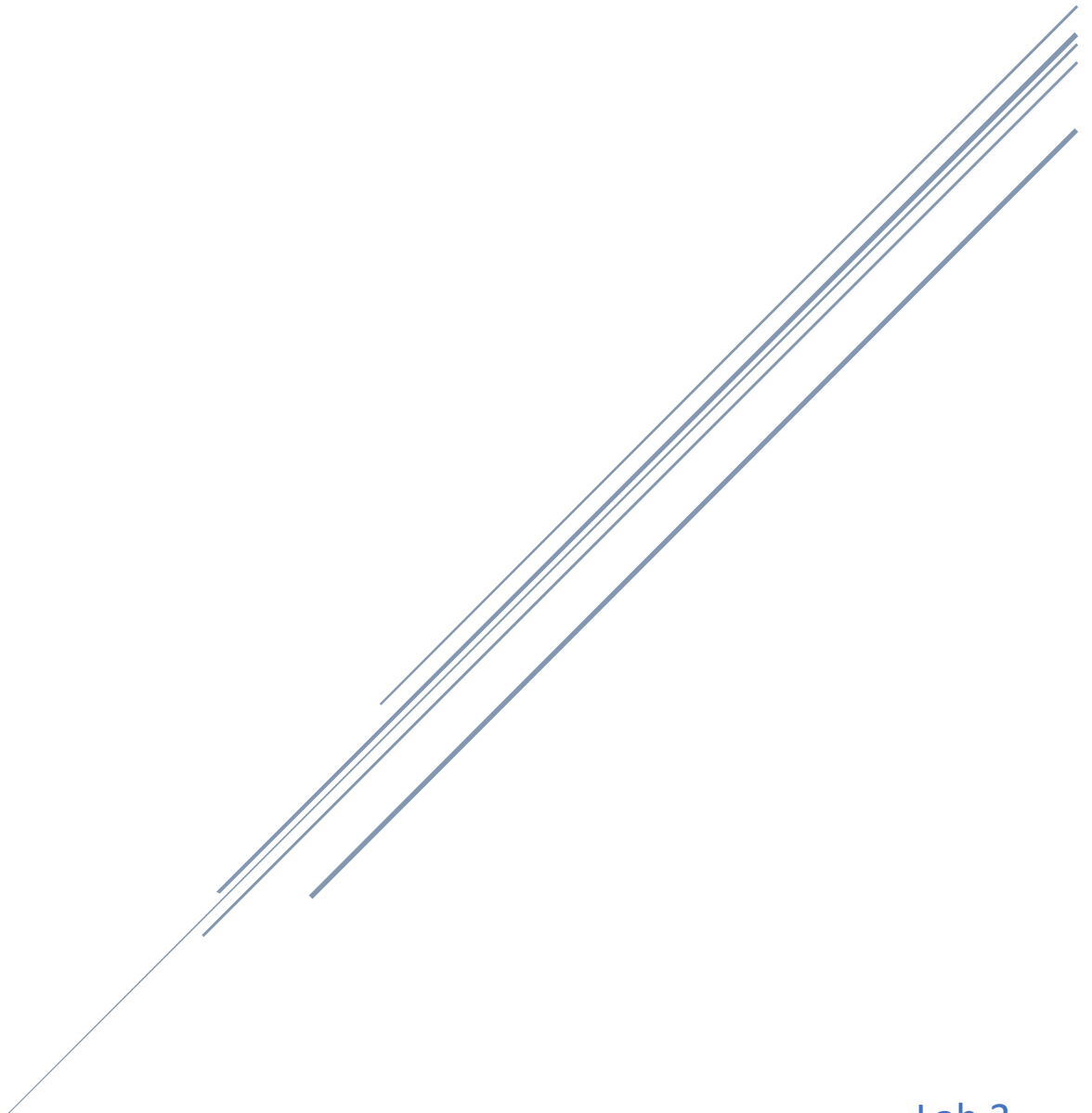


WORD PROCESSING WITH MS-WORD

Douyon Sebastampillai



Lab 3

Intro to Computer Science (420-121-VA)

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Semester Schedule

Purpose

The purpose of this document is to give a well-organized schedule for studying and provide important dates for assignment, quizzes, projects and tests. The classes that I'm currently taking are:

1. Intro to Computer Science
2. Programming 1
3. Math Concept
4. Game Programming 1
5. Fitness & Health: Basketball

Important Dates

Dates	Intro to Computer Science	Programming 1	Math Concepts	Game Programming	Fitness & Health: Basketball
Week 1	Course Outline	Course Outline/ Introduction	Course Outline	Course Outline	Course Outline
Week 2	Study Skills	Basic Knowledge of Java/ Summary assignment	Equation of a line/ Webwork	Lecture 1/ lab 1	Skill Logs
Week 3	Algorithm Discovery and Design	Binary, Octal, Decimal and Hexadecimal/ Summary assignment #2	Systems of Equations/ Webwork	Lecture 3/ lab 2	Fitness Appraisal 1
Week 4	Computer System Organization	First view of IDE/ Summary assignment #3	Vectors/ Webwork	Lecture 3/ lab 3	Skill Logs/ fitness goal 1/ intro to passing
Week 5	Test 1	Math Operations/ Summary Assignment #4	Vectors: addition, subtraction, scalar multiplication	Lecture 4/ lab 4	Skill Logs/ fitness goal 2/ intro to defense
Week 6	Intro to System Software	Variable and Advanced Math Operation and Data Type Conversion/ Summary Assignment #5	Vectors: Norm of a vector	Lecture 5/ lab 5/ Exam 1	Skill Logs/ fitness goal 3
Week 7	Computer Network	Variable and Advanced Math Operation and Data Type Conversion	Quiz #1	Lecture 6/ lab 6	Skill Logs/ fitness goal 4

Week 8	Computer Network II	Variable and Advanced Math Operation and Data Type Conversion	Express vectors as a linear combination of other vectors	Lecture 7/ lab 7	Skill Logs/ Mini Games
Week 9	Information Security	Project 1	Test 1	Lecture 8/ lab 8	Fitness goal 5/ mini games
Week 10	Test 2	User Input and Format Printing	Matrix	Lecture 9/ lab 9	Fitness goal 6 / tournament start
Week 11	Programming Language	Object- Oriented Programming Part 1	Multiplication of two matrices	Lecture 10/ lab 10/ Exam 2	Fitness goal 7/ tournament continues
Week 12	Databases and Data Science	Flow Control: Selection	Quiz #2	Lecture 11/ lab 11	Fitness goal 8/ tournament continues
Week 13	Computer Graphics and Games	Flow Control: Looping	Apply the properties of inverse matrices	Lecture 12/ lab 12	Fitness Appraisal 2
Week 14	Social Issues	Object- Oriented Programming Part 2	Apply an affine transformation	Lecture 13/ lab 13/	tournament continues
Week 15	Test 3	Project 2	Test 2	Lecture 14/ lab 14/ Final project	tournament continues

