Word Processing with Ms-word

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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

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| ***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 ll | 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 matrics | 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 |