1. Introduction to computers and programming  
   1. Lecture
      1. M, Tu
         1. What is a computer?  
            A system that can store instructions in memory (it’s programmable) and execute the instructions to process input and generate output.
         2. Hardware that makes up a computer system
         3. Software that makes up a computer system
         4. Computer Representation of data
      2. W, Th
         1. What is a program, how computers execute programs
         2. Types of programming languages
         3. Compilation
         4. Command line UI vs. Event Driven GUI
         5. Objects
         6. Program development process
         7. Intro to Visual Studio (Tutorials 1-1 through 1-5)
   2. Activities
      1. Reading: Ch. 1, Intro to Computers and Programming, 52 pgs.
      2. Quiz: Due Sunday
      3. Lab 1: Draft: Sunday
2. Introduction to Visual Studio and C#  
   Reading: Ch. 2, Intro to Visual C#, 66 pgs.
   1. M, Tu
      1. Intro to Forms and Controls
      2. Hello World GUI
      3. Intro to C# code
      4. Code for Hello World
   2. W, Th
      1. Label Controls
      2. IntelliSense
      3. PictureBox Controls
      4. Comments, Blank lines, Indentation
      5. Code to close a Form
      6. Dealing with Syntax Errors
3. Input, Output, Variables, and Operators  
   Reading: Ch. 3, Processing Data, 78 pgs.
4. Selection in C#  
   Reading: Ch. 4, Making Decisions, 70 pgs.
5. Review and Midterm
6. Repetition in C#
7. Methods
8. Methods
9. Review
10. Final Exam