


















- Course


-  CS-A1110
-  Course materials
-  Your points
-  Form a group
-  Code Vault 
-  Piazza 
-  Telegram chat 
-  Lab sessions
-  Lab Queue 
- Glossary
- Scala reference
-  O1Library docs 
- FAQ
- IntelliJ installation
- Learning goals
- Lectures
- Style guide
- Debugger
- Resources
- For the reader

Week 1

Monday, 28 August 2023, 12:00 – Wednesday, 13 September 2023, 18:00

- [Chapter 1.1: Introduction to O1](#)
- [Chapter 1.2: Introduction to Programming](#)
- [Chapter 1.3: Numbers, Words, Sounds, and Pictures](#)
- [Chapter 1.4: Storing Values in Variables](#)
- [Chapter 1.5: Collections and References](#)
- [Chapter 1.6: Using Subprograms](#)
- [Chapter 1.7: Creating Custom Functions](#)
- [Chapter 1.8: Functions, Types, and Errors](#)

Week 2

Monday, 28 August 2023, 12:00 – Wednesday, 20 September 2023, 18:00

- [Chapter 2.0: Weekly Bulletin](#)
- [Chapter 2.1: Object-Oriented Programming](#)
- [Chapter 2.2: Inside an Object](#)
- [Chapter 2.3: Classes of Objects](#)
- [Chapter 2.4: Inside a Class](#)
- [Chapter 2.5: Pictures and Positions](#)
- [Chapter 2.6: Many Ways to Use a Variable](#)
- [Chapter 2.7: A Complete Scala Application](#)

Week 3

Monday, 28 August 2023, 12:00 – Wednesday, 27 September 2023, 18:00

- [Chapter 3.0: Weekly Bulletin](#)
- [Chapter 3.1: Interactive Graphics](#)
- [Chapter 3.2: Interfaces and Documentation](#)
- [Chapter 3.3: Experiences and Truths](#)
- [Chapter 3.4: Decisions](#)
- [Chapter 3.5: Soda, Football, and Errors](#)
- [Chapter 3.6: Decisions, Decisions](#)

Week 4

Monday, 28 August 2023, 12:00 – Wednesday, 4 October 2023, 18:00

- [Chapter 4.0: Weekly Bulletin](#)
- [Chapter 4.1: Driving Practice](#)
- [Chapter 4.2: Containers — and a Program that Crashes](#)
- [Chapter 4.3: A Lack of Values](#)
- [Chapter 4.4: Exercises in Not Existing](#)

Week 5

Monday, 28 August 2023, 12:00 – Wednesday, 11 October 2023, 18:00

- [Chapter 5.0: Weekly Bulletin](#)
- [Chapter 5.1: Logic, Blood, and Shopping](#)
- [Chapter 5.2: Objects Everywhere](#)
- [Chapter 5.3: Objects as Functions, Classes as Objects](#)
- [Chapter 5.4: Inside the Scala Toolkit](#)
- [Chapter 5.5: Looping through Elements](#)
- [Chapter 5.6: Loops, Strings, and Elections](#)

Week 6

Monday, 28 August 2023, 12:00 – Wednesday, 18 October 2023, 18:00

- [Chapter 6.0: Weekly Bulletin](#)
- [Chapter 6.1: Functions as Parameters](#)
- [Chapter 6.2: Anonymous Functions](#)
- [Chapter 6.3: Collections and Snakes](#)

Week 7

Monday, 28 August 2023, 12:00 – Wednesday, 25 October 2023, 18:00

- [Chapter 7.0: Weekly Bulletin](#)
- [Chapter 7.1: More Collections, More Programs](#)
- [Chapter 7.2: Laziness and Untold Repetitions](#)
- [Chapter 7.3: Traits and Type Hierarchies](#)
- [Chapter 7.4: Sealed Types and Enumerations](#)
- [Chapter 7.5: Superclasses and Subclasses](#)

Week 8

Monday, 28 August 2023, 12:00 – Wednesday, 1 November 2023, 18:00

- [Chapter 8.0: Weekly Bulletin](#)
- [Chapter 8.1: A Game of Glasses](#)
- [Chapter 8.2: City Simulator](#)
- [Chapter 8.3: Robots](#)
- [Chapter 8.4: Robots and Options](#)

Week 9

Monday, 28 August 2023, 12:00 – Wednesday, 8 November 2023, 18:00

- [Chapter 9.0: Weekly Bulletin](#)
- [Chapter 9.1: Robots and Conditional Looping](#)
- [Chapter 9.2: Pairs and Maps](#)
- [Chapter 9.3: Interactive Fiction and Code Quality](#)

Week 10

Monday, 28 August 2023, 12:00 – Wednesday, 15 November 2023, 18:00

- [Chapter 10.0: Weekly Bulletin](#)
- [Chapter 10.1: Comparing, Sorting, and Grouping](#)
- [Chapter 10.2: Peeveli](#)
- [Chapter 10.3: Robots That Compete](#)

Week 11

Monday, 28 August 2023, 12:00 – Wednesday, 29 November 2023, 18:00

- [Chapter 11.0: Weekly Bulletin](#)
- [Chapter 11.1: Your Text Adventure](#)
- [Chapter 11.2: Programming Paradigms](#)
- [Chapter 11.3: An Introduction to File I/O](#)

Week 12

Monday, 28 August 2023, 12:00 – Wednesday, 6 December 2023, 18:00

- [Chapter 12.0: Weekly Bulletin](#)
- [Chapter 12.1: Arrays and a Faulty Train](#)
- [Chapter 12.2: Recursion](#)
- [Chapter 12.3: Robot Tournament](#)
- [Chapter 12.4: GUIs with the Swing Library](#)

Week 13

Monday, 28 August 2023, 12:00 – Wednesday, 31 January 2024, 23:59

- [Chapter 13.0: O1 Ends](#)
- [Chapter 13.1: Course-End Feedback](#)

Supplementary Pages

Monday, 28 August 2023, 12:00 – Friday, 1 March 2024, 12:00