



Course materials

Your points

Form a group

H Code Vault

2 Lab Queue 🗹

Telegram chat

Lab sessions

Glossary

Scala reference

O1Library docs

FAQ

IntelliJ installation

Learning goals

Style guide

Debugger

Resources

For the reader

This course has already ended.

The latest instance of the course can be found at: 01: 2023

« Chapter 2.7: A Complete Scala Application

Course materials

Chapter 3.1: Interactive Graphics »

CS-A1110 / Week 3

Friday, 28 August 2020, 12:00 – Wednesday, 30 September 2020, 12:00

Late submissions are allowed until Thursday, 15 April 2021, 12:00. However, points are only worth 0%.

Chapter 3.1: Interactive Graphics 65 / 65

Chapter 3.2: Interfaces and Documentation 10 / 10

Chapter 3.3: Experiences and Truths **70 / 70**

Chapter 3.4: Decisions 75 / 75

Chapter 3.5: Soda, Football, and Errors 105 / 105

Chapter 3.6: Decisions, Decisions 25 / 25