# Outline

1. Introduction
   1. Design Contrast: become familiar with the Jack language
2. Logic Model
   1. Inputs:
      1. ack OS API.pdf + Lecture 09 High-level language.pdf
      2. Recourse code from Project 9
   2. Activities:
      1. Editor(Vim) + Programming
      2. Partly adapted from the SquareGame provided in Project 9
   3. Outputs:
      1. A board supports basic placing pieces operation
      2. Outcomes/Impacts:
   4. As a basic of GO game(using Jack language)
3. High-level language
   1. What is High-level language
   2. Other High-level language
4. Jack language
   1. Jack Operation System and its Application Program Interface
   2. Build a GoBoard
      1. Build a board without Go pieces
      2. Place a chess piece
      3. Withdraw last operation
      4. Clear and Quit the program
5. Project
   1. Hints at Programming
   2. How does High-level language work
   3. Compared to JavaScript/HTML
6. Reference