

EIP 01 - Calendar

July 22 Course Overview Meet Karel the Robot	24 Simple Karel Programs Control Structures in Karel	26 Problem-solving in Karel Problem Decomposition The idea of an algorithm
29 Programming by example Variables and values Arithmetic expressions Functions	31 Strings and Concatenation Simple Graphics	August 2 Control statements Boolean data
5 Arguments and Parameters Libraries Random Numbers Due: HW #1 (Karel)	7 Mechanics of Functions Decomposition	9 First-class functions Event-driven programming Responding to mouse events
12 Simple animations Timers Due: HW #3 (Simple JS)	14 The GArc class The GPolygon class The GCompound class	16 Binary representation Representing characters
19 JavaScript's String class Common string patterns	21 Problem-solving with strings String applications	23 Cryptography The GLabel class Due: HW #3 (Breakout)

25 Debugging strategies	27 Simple arrays and files	29 Using arrays for tabulation
September 2 Multidimensional arrays Pixel arrays The GImage class Due: HW #4 (HangKarel)	4 Objects as aggregates	6 JavaScript and OOP Libraries and interfaces Defining classes and methods
16 Objects as maps	18 Large-scale data structures Data-driven programs	20 JavaScript and the web Using web interactors Looking ahead Due: HW #5 (NameSurfer)