Schedule Spring 2014

**1/21:**  SNOW DAY!  
**1/22:** SNOW DAY!  
**1/23:** Transitioning from Python to Java : Variables, Conditionals, Control flow, Functions.  Begin assignment "Drawing a Sea Creature"  
**1/24:** Finish "Drawing a Sea Creature".  How to submit assignments.  Reminder about draw() control flow.  Introduction to OBJECTS AS CLASSES.  
**1/27:**  Convert your fish to be an object.  Add a swim method to your fish class.  
**1/28:**  Re-create your bouncing ball program by defining a Ball class which has a move function.  
**1/30:**  Modify your swimming fish so that a) the name of the fish class is DarbyFish (replace Darby with your own name), b) the name of the swim method is swim (with no parameters), and the name of the drawing method is draw (with no parameters).  Submit fish and bouncing ball programs.  Learn about arrays by creating an array of multiple fish.  Learn about constructors with parameters.  
**1/31:**  Darby is out of town - [here are the instructions for class](https://sidwell.haikulearning.com/c/2797357/file/show/28227815)  
**2/3:**  Revisiting Constructors and input parameters.  Using memory diagrams to understand variable scope and parameters.  
**2/4:**   Continue practicing using arrays in Java - Codingbat Array2 exercises  
**2/6:**   Ungraded quiz on memory diagrams.  
**2/7:**   Spontaneous memory diagram questions & discussion  
**2/10:**Introduction to:  **INHERITANCE**, and **POLYMORPHISM**.  Converting fish to inherit from a basic fish class.  
**2/11:** Demonstration of fish tank.  Introduction to next big assignment: Space Invaders  
**2/13:** SNOW DAY!  
**2/14:** SNOW DAY!  
**2/17:** Presidents Day  
**2/18, 20, 21, 24, 25, 27, 28:**Space Invaders   
**3/3:**   SNOW DAY!  
**3/4:**  Space Invaders  
**3/5:**   Introduction to **INTERFACES** and **ABSTRACT CLASSES.** Introduction to Paint Program assignment.  
**3/6:**   Paint Program  
**3/10:** Paint Program  
**3/11:** Paint Program  
**3/13:** Paint Program  
**3/14:** Paint Program  
**3/17:**  SNOW DAY!  
**3/18:**  Introduction to Data Visualization - how to read in and process data.  Example programs can be downloaded [here](https://sidwell.haikulearning.com/c/2797357/file/show/30826347).  
**3/20:**Data Visualization Program  
**3/21:** Data Visualization Program  
**3/31:** Data Visualization Program  
**4/1:** Data Visualization Program  
**4/3:** Data Visualization Program  
**4/4:** Data Visualization Program  
**4/7:** Data Visualization Program  
**4/8:** Data Visualization Program  
**4/10:**  Introduction to **ENCAPSULATION**.  Looked at keywords PUBLIC, PROTECTED, PRIVATE, STATIC and FINAL.  Introduction to Robot Maze assignment.  
**4/11:**  Robot Maze  
**4/14:**  Robot Maze  
**4/15:** Robot Maze  
**4/17:** Robot Maze  
**4/18:**Data Viz Presentations (Senior Skip Day)  
**4/21:**  Robot Maze  
**4/22:**  FOUNDER'S DAY!  
**4/24:** Robot Maze  
**4/25:** Robot Maze - last day  
**4/28:**  Robot Maze (extra day)  
**4/29:**  Introduction to Recursion. Codingbat Recursion exercises  
**5/1:**  Codingbat Recursion  
**5/2:**  Seniors Demo Data Visualization Programs.  Last day of class for Seniors.  
**5/5:**  Hanoi Towers   
**5/6:** Hanoi Towers  
**5/8:** Final Project  
**5/9:**  Final Project  
**5/12:** Final Project  
**5/13:** Final Project  
**5/15:**  Final Project  
**5/16:** Final Project  
**5/19:**Final Project  
**5/20:** Final Project  
**5/22:**  Final Project  
**5/23:** Final Project  
**5/26:**  Final Project  
**5/27:**  Project Demonstrations