CS193D Course Syllabus

Having taught this course for the past two winter quarters and just this past summer, I've now a better sense of exactly what I consider to be practical C++ and what I consider to be pedagogically interesting but not quite as important in practice. With that understanding, I'm changing the syllabus to front-load the course with the practical material and conclude with those topics which are extremely useful but less relevant in industry. Because the sequence is new, anticipate a few changes, switches, expansions and compressions depending on how I feel students are doing.

	Monday	Tuesday	Wednesday	Thursday	Friday
1				Introduction Administration OOP Paradigm	
2		Classes Member Functions Constructors		Static Data Static Methods Composition	
3		More Class Design Data Modeling		Copy Constructor `operator=` Deep Copies	
4		The STL Template Algorithms		More STL Template Classes & Containers	
5		Inheritance		More Inheritance Virtual methods Runtime Binding	
6		More Inheritance Abstract Classes		Class Hierarchy Inheritance Examples	
7		Class Hierarchy More Inheritance Examples		Operator Overloading	
8		Adv. Operator Overloading Memory Issues		Adv. Operator Overloading Memory Issues	
9		Template Algorithms & Classes		(Thanksgiving)	

| 10 | | Template Classes Specialization | | Iterators Iterator Types | |
| 11 | | Defining Proxy Classes as Iterators | | Other OOPLs | |

Expect six assignments this quarter. You'll be given roughly one and a half weeks to complete each of them. Remember, you can never hand in any single assignment submission more than 48 hours after the original deadline.