

7, Th	Scientific libraries	BLAS, LAPACK and FFTW
8, T	Scientific libraries	
8, Th	Debugging	How to find bugs, and software to use for doing this
9, T	Performance analysis	How to find performance bottlenecks and bugs, and software to use for doing this
9, Th	Software testing/documentation	Best practices in software testing and documentation
10, T	Software testing/documentation	Best practices in software testing and documentation  Overview, MPI, OpenMP
10, Th	Intro to parallel computing	
11, T	Intro to parallel computing	Overview, MPI, OpenMP  What file formats are available, what metadata is, best practices for I/O on HPC systems
11, Th	Scientific Data	
12, T	Computer graphics	Graphics pipeline, rendering, openGL and Matrix Transforms and Operations
12, Th	Numerical Linear algebra	Intro to Interactive Methods
13, T	Numerical Linear algebra	Intro to Interactive Methods