CS 61A Semester Schedule
Spring, 2010

week	Monday		Wednesday	Friday	reading
1	**holiday** functional programming		1/20	1/22	1.1
2	1/25 higher-order procedures UI (Kay)		1/27	1/29	1.3
3	2/1 UI (Kay) recursion and iteration		2/3	2/5	1.2.1–4
	Project 1 due Monday, 2/8				
4	2/8 data abstraction, sequences calculator		2/10	2/12	2.1, 2.2.1
	Midterm Wednesday 2/17, 7–9pm				
5	**holiday** hierarchical data		2/17	2/19	2.2.2–3, 2.3.1,3
	Project 2 due Monday, 2/22				
6	2/22 interpreter generic operators		2/24	2/26	2.4–2.5.2
	GCD: 5pm Monday 3/1, MT1, Proj1, HW1–5				
7	3/1 object-oriented programming		3/3	3/5	OOP (reader)
	Midterm Wednesday 3/10, 7–9pm				
8	3/8 assignment, state, environments		3/10	3/12	3.1, 3.2
	Project 3a due Monday, 3/15				
9	3/15 mutable data vectors		3/17	3/19	3.3.1–3
	spring break				
	Project 3b due Monday, 3/29				
	GCD: 5pm Monday 3/29, MT2, Proj2, HW6–8				
10	3/29 client/server concurrency		3/31	4/2	3.4
11	4/5 metacircular eval. analyzing eval.		4/7	4/9	4.1
	Midterm Wednesday 4/14, 7–9pm				
12	4/12 streams Therac		4/14	4/16	3.5.1–3, 3.5.5,
	Project 4a due Monday, 4/19				Therac
13	4/19 lazy eval. nondeterministic eval.		4/21	4/23	4.2, 4,3
	Project 4b due Monday, 4/26				
	GCD: 5pm Monday 4/26, MT3, Proj3, HW9–12				
14	4/26 logic programming review		4/28	4/30	4.4.1–3
15	5/3 RRR Week, no classes		5/5	5/7	
	GCD: 11:30am Tuesday 5/11, Proj4, HW13–14				
	Final Tuesday, 5/11, 11:30–2:30pm				

Note: *GCD* = Grading Complaint Deadline.