

LECTURE, READING, AND DUE-DATE SCHEDULE

The following is a *tentative* schedule. Dates and topics are subject to change.

Week	Date	Lecture Topic	Reading	Due Date
1	7 January 9 January	Introduction Creating World Entities	1, 2 15.1 – 15.4	
2	14 January 15 January 16 January	Action – Entities with Behavior – <i>Wednesday</i> – Functions & Testing	(3) 4 6, 7.20	Assignment 1
3	21 January 23 January 24 January	Monday Schedule Making Decisions – <i>Friday</i> –	5.1 – 5.10	Assignment 2
4	28 January 30 January	Managing Multiple Entities Lecture Exam	9, 11	Lab Exam
5	4 February 5 February 6 February	Repeated Actions – <i>Wednesday</i> – Code Review	11, 7	Assignment 3 Code Review
6	11 February 13 February	Common Patterns of Repetition Building and Saving Worlds	11, 7 13.1 – 13.3	
7	18 February 20 February 21 February	Text Processing Bringing the World to Life – <i>Friday</i> –	8	Assignment 4
8	25 February 27 February	Lecture Exam Bringing the World to Life		
9	4 March 6 March	Decomposition & Top-Down Design Looking Forward to 102		Lab Exam
10	11 March 13 March 14 March	Reflections on Course Project & Review Code Review – <i>Friday</i> –		Code Review Assignment 5
11	March 17, 18, 19 20 March	**** COMMON FINAL EXAM — 7:10 pm (Day to be Announced) **** **** World Demonstrations — 1:10 pm ****		