

# Syllabus

(Subject to change)

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<b>Monday</b>	<b>Tuesday</b>	<b>Wednesday</b>	<b>Thursday</b>	<b>Friday</b>
June 20  Welcome to 106A	21  Programming with Karel  <b>Read:</b> Karel ch. 1-2	22  Algorithms with Karel  <b>HW1 out</b> <b>Read:</b> Karel ch. 3-6	23  Introduction to Java Expressions & variables  <b>Read:</b> Java ch. 3.1 – 3.3	24
27  Control statements Booleans	28  Methods & parameters I Scope, Constants  <b>HW1 due, HW2 out</b>	29  Graphics	30  Methods & parameters II Graphics	July 1
4  No Lecture (Fireworks!)  <b>HW2 due, HW3 out</b>	5  Animation Randomness	6  More graphics & animation	7  Event driven programs	8
11  Characters Java <code>String</code> class	12  More strings	13  Objects and memory, Exception handling  <b>HW3 due, HW4 out</b>	14  Class Design, Inheritance	15

18 Debugging strategies  <b>Midterm exam 7-9pm Location TBD</b>	19 File Processing	20 Abstract data types	21 Arrays	22  <b>HW4 due, HW5 out</b>
25 More arrays	26 ArrayLists	27 HashMaps	28 Interactors	29  <b>HW5 due, HW6 out</b>
August 1 Interactors	2 Data structure design	3 Advanced topics	4 Advanced topics	5
8 Advanced topics  <b>HW6 due</b>	9 What's next?	10 Final Review	11 No class	12  <b>Final exam 12:15pm-3:15pm Location TBD</b>

Note that we use the shorthand “Karel” to refer to the *Karel the Robot Learns Java Reader*, and the shorthand “Java” to refer to *The Art and Science of Java* textbook.