

Week	Topic	Reference
(1)	24 Jan 17 Introduction, Administrative Issues, Introduction to Computers and Java, Computer Basics, Program Design, Java - Graphics Supplement	Chapter 1
(2)	31 Jan 17 Basic Computation – Variables & Expressions, Strings, Keyboard and Screen I/O. Flow of Control: Branching – if-else Statements, Boolean Type, switch Statements, Graphics Supplement	Chapters 2,3
(3)	7 Feb 17 Flow of Control: Loops – Loop Statements, programming with Loops. Defining Classes and Methods – Classes and Methods, Encapsulation. Graphics Supplement	Chapters 4, 5
(4)	14 Feb 17 Defining Classes and Methods (Continued) – Encapsulation, Objects and Reference. More about Objects and Methods – Constructors Static Variables and Methods. Graphics Supplement	Chapters 5, 6
	21 Feb 17 No Class – Substitute Monday schedule	
(5)	28 Feb 17 More about Objects and Methods (Continued) – Writing Methods, Overloading, Packages. Arrays – Basics, In classes and Methods, Programming with arrays, multidimensional Arrays. Graphics Supplement	Chapters 6, 7
	7 Mar 17 Spring Recess	
(6)	14 Mar 17 In Class Lab (bring a notebook computer). Review for Midterm Exam	
(7)	21 Mar 17 Midterm Exam	
(8)	28 Mar 17 Inheritance, Polymorphism and Interfaces –Polymorphism, Inheritance Basics, Programming with Inheritance. Interfaces. Graphics Supplement	Chapter 8
(9)	4 Apr 17 Exception Handling – Basics, defining, Defining your own Exception Classes, more about Exceptions Classes. Graphics Supplement	Chapter 9
(10)	11 Apr 17 Streams and File I/O – Overview, Text Files, Techniques for any File, Basic Binary file I/O, Binary File I/O with Objects and Arrays. Graphics Supplement	Chapter 10
(11)	18 Apr 17 Recursion – Basics, Programming with Recursion	Chapter 11
(12)	25 Apr 17 Dynamic Data Structures and Generics – Array Based Data Structures, Linked Data Structures.	Chapter 12
(13)	2 May 17 In Class Lab(bring a notebook computer) – Review for Final Exam	Chapters 13, 14
	9 May 17 Final Exam	