

CS106AX Calendar

The schedule presented below is a good faith attempt at a syllabus and assignment schedule. I expect there'll be changes as I sense the class is moving too quickly or some topics present unintended confusion.

Monday	Wednesday	Friday
September 25 <i>observance of Yom Kippur</i> <i>no lecture</i>	27 Introductions and syllabus Why two languages? Simple JavaScript programs	29 Basic Functions Control Idioms Decomposition Textbook: Chapters 2 - 5
October 2 CS106AX Graphics G Object hierarchy Assign1 Out Textbook: Chapters 2 – 5	4 Event-driven programming Functions as data Closures Mouse events Textbook: Sections 6.1 - 6.4	6 Event-driven programming Advanced closures Images Textbook: Sections 6.1 - 6.4
October 9 One-shot functions Timer functions Animations Assign1 In, Assign2 Out Textbook: Sections 6.5 - 6.6	11 Simple strings String methods String algorithms Textbook: Sections 7.1 - 7.5	13 Simple arrays Array methods Array algorithms Textbook: Sections 8.1 – 8.6
October 16 Simple aggregate objects Object construction JSON and eval Assign2 In, Assign3 Out Textbook: Sections 9.1 – 9.2	18 Binary representation ASCII and Unicode Rep-sensitive algorithms Textbook: Sections 7.1 – 7.5	20 Cryptography Encryption techniques The Enigma Machine Textbook: Section 7.6
October 23 JavaScript wrap Assign3 In, Assign4 Out	25 Simple Python programs Control idioms Modules and import Reader: Chapters 1 - 4	27 Python strings Slices Reader: Chapter 6

Monday	Wednesday	Friday
<p>October 30</p> <p>Python lists List methods</p> <p>Assign4 In Reader: Chapter 7</p>	<p>November 1</p> <p>Python dictionaries Large data sets</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 10px auto;"> <p>November 1 CS106AX Midterm</p> </div> <p>Reader: Section 11.1</p>	<p>3</p> <p>Introduction to OO Design Designing simple objects</p> <p>Assign5 Out Reader: Sections 9.1 – 9.3</p>
<p>November 6</p> <p>Advanced OO design Constructors Internal representations</p> <p>Reader: Sections 12.1 – 12.3</p>	<p>8</p> <p>Data-driven design The Teaching Machine</p> <p>Reader: Section 12.4</p>	<p>10</p> <p>Overview of Adventure!</p> <p>Assign5 In, Assign6 Out</p>
<p>November 13</p> <p>HTML and the DOM Interactors Native events</p> <p>Textbook: Sections 12.1 – 12.2</p>	<p>15</p> <p>Introduction to CSS Selectors, Classes, Rules Inline Styling</p> <p>Textbook: Section 12.3 – 12.4</p>	<p>17</p> <p>Client-Server paradigm Life of an HTML page Basic HTTP</p> <p>Assign6 In, Assign7 Out</p>
<p>November 27</p> <p>Async programming Payload Types APIs</p>	<p>29</p> <p>Accessing the DOM in JS document and window</p>	<p>December 1</p> <p>Web Programming Wrap</p> <p>Assn7 In, Assn8 Out</p>
<p>December 4</p> <p>Guest Speaker: Christina Wodtke</p>	<p>6</p> <p>Guest Speaker: TBD Computing and Ethics Has the Internet failed us?</p>	<p>8</p> <p>Life after CS106AX</p> <p>Assn8 In</p>

December 10
CS106AX Review Session

December 11
CS106AX Final Exam