

## CS151.01 2006F At A Glance

This is an abbreviated course syllabus. Like everything else in this course, it is likely to change.

Weeks: 1, 2, 3, 4, 5, 6, 7, break, 8, 9, 10, 11, 12, 13, 14.

Monday	Tuesday	Wednesday	Friday
<b>Week 1: Getting Started</b>			
			(01) Friday, 25 August 2006 <b>An Introduction to Algorithms</b> Introduction; What is CS? An Algorithm for Making Simple Sandwiches. <i>Assignments:</i> Do Homework 1 (due Monday). Read Linux and the MathLAN (also due Monday).
(02) Monday, 28 August 2006 <b>An Introduction to CSC151</b> Lessons from PB and J. Common parts of an algorithm. Lab. Some administrative details. <i>Due:</i> HW1: Administrivia.	(03) Tuesday, 29 August 2006 <b>Working in DrScheme</b> Wrapping up the MathLAN lab. DrScheme lab. <i>Assignments:</i> Homework 2: Solving Quadratics.	(04) Wednesday, 30 August 2006 <b>Beginning Scheme</b> Why use programming languages? Scheme basics. Scheme history. Lab.	(05) Friday, 1 September 2006 <b>Symbols and Lists</b> Symbolic values. Lists. Lab. <i>Due:</i> HW2. <i>Assignments:</i> HW3: Reconfiguring Lists.
<b>Week 2: Data Types</b>			
(06) Monday, 4 September 2006 <b>Numeric Values</b> Types. Review of Reading: Numbers, Kinds of Numbers, and Numeric Operations. Lab. Reflection.	(07) Tuesday, 5 September 2006 <b>Characters and Strings</b> Additional lessons from yesterday. Short introduction to strings. Lab. <i>Due:</i> HW3. <i>Assignments:</i> HW4.	(08) Wednesday, 6 September 2006 <b>Procedure Definitions</b> Why define your own procedures? How to define your own procedures. Lab.	(09) Friday, 8 September 2006 <b>Boolean Values and Predicates</b> The Components of an Algorithm, Revisited. Lab. <i>Due:</i> HW4. <i>Assignments:</i> HW5.
<b>Week 3: Repetition and Recursion</b>			
(10) Monday, 11 September 2006 <b>Conditionals</b> Notes on HW4. Preliminary Notes on Conditionals. Lab. Reflections.	(11) Tuesday, 12 September 2006 <b>Recursion</b> Repetition. Recursion. Recursion in Scheme. Lab.	(12) Wednesday, 13 September 2006 <b>Recursion, Revisited</b> Detour: Scheme's Evaluation Strategy. Example: Difference. Q&A. Lab.	(13) Friday, 15 September 2006 <b>Recursion with Lists</b> Q&A. Labs. <i>Due:</i> HW5. <i>Assignments:</i> HW6.
<b>Week 4: Miscellaneous</b>			
(14) Monday, 18 September 2006 <b>Recursion with Natural Numbers (1)</b> Writing Recursive Procedures. Short Introduction to Numeric Recursion. Lab.	(15) Tuesday, 19 September 2006 <b>Recursion with Natural Numbers (2)</b> Review. Reflection. <i>Due:</i> HW6.	(16) Wednesday, 20 September 2006 <b>Recursion with Files</b> Reflection. Files and ports. Reading values. Reading characters and lines.	(17) Friday, 22 September 2006 <b>Documentation, Preconditions and Postconditions</b> The need for documentation. Verifying preconditions. An example: Greatest in list. Husk and Kernel programming. Other uses of Husk and Kernel. <i>Due:</i> HW7. <i>Assignments:</i> Exam 1.
<b>Week 5: Local Bindings</b>			

(18) Monday, 25 September 2006 <b>Unit Testing</b>	(19) Tuesday, 26 September 2006 <b>Introduction to Local Bindings</b> Why name things. Naming things with <code>let</code> . Naming things with <code>let*</code> . Naming procedures.	(20) Wednesday, 27 September 2006 <b>Local Procedure Bindings</b> Why have local procedures. Creating local procedures.	(21) Friday, 29 September 2006 <b>Simulation</b> The Problem of Simulation. Scheme's <code>random</code> procedure. Simulating the roll of dice. <i>Due:</i> Exam 1.
<b>Week 6: First Project: Game and Simulation</b>			
(22) Monday, 2 October 2006 <b>Discussion of Exam 1</b> Notes on exam 1.	(23) Tuesday, 3 October 2006 <b>Project 1, Part 1</b> <i>Due:</i> HW8.	(24) Wednesday, 4 October 2006 <b>Project 1, Part 2</b>	(25) Friday, 6 October 2006 <b>Project 1, Part 3</b> <i>Due:</i> HW9.
<b>Week 7: Data Structures</b>			
(26) Monday, 19 October 2006 <b>Pairs and Pair Structures</b> Behind the scenes in Scheme: Memory. Pairs and Cons cells. Dotted pairs. Why care?	(27) Tuesday, 10 October 2006 <b>Deep Recursion</b> Lists, revisited. List recursion, revisited. Trees, introduced. Deep recursion, considered. Group design example 1: <code>count-elements</code> . Group design example 2: <code>depth</code> . <i>Due:</i> Project 1 Writeup.	(28) Wednesday, 11 October 2006 <b>Vectors</b> Problems with lists. A solution: Vectors. Side note: The <code>begin</code> construct.	(29) Friday, 13 October 2006 <b>Association Lists</b> Databases and dictionaries. Lists as dictionaries. <code>assoc</code> , a procedure for searching lists. Variants of Association Lists. <i>Due:</i> HW10.
<b>Fall Break</b>			
<b>Week 8: Scripting Graphics in the GIMP</b>			
(30) Monday, 23 October 2006 <b>GIMP Basics</b>	(31) Tuesday, 24 October 2006 <b>Getting Started with Script-Fu</b> About Script-Fu. Reflection. <i>Due:</i> HW11.	(32) Wednesday, 25 October 2006 <b>Writing Procedures for Script-Fu</b>	(33) Friday, 27 October 2006 <b>Algorithmic Art</b> About Images Algorithmically generating and modifying images <i>Assignments:</i> Exam 2. <i>Due:</i> HW12.
<b>Week 9: Higher Order Procedures</b>			
(34) Monday, 30 October 2006 <b>Folding</b>	(35) Tuesday, 31 October 2006 <b>Map, Pixel-Map, and Anonymous Procedures</b>	(36) Wednesday, 1 November 2006 <b>Metaprogramming</b>	(37) Friday, 3 November 2006 <b>Variable-Arity Procedures</b> Definition of <i>arity</i> . Why have variable-arity procedures. How to write variable-arity procedures. <i>Due:</i> Exam 2.
<b>Week 10: Algorithms (1): Searching</b>			
(38) Monday, 6 November 2006 <b>Discussion of Exam 2</b>	(39) Tuesday, 7 November 2006 <b>The Problem of Searching</b> Algorithms for common problems. Two key problems: Searching and Sorting. Searching Examples. Sequential Search. Binary Search. Searching in Scheme. <i>Due:</i> HW13.	(40) Wednesday, 8 November 2006 <b>Binary Search</b> Quick review of the reading. Reflection.	(41) Friday, 10 November 2006 <b>Search Trees</b> <i>Due:</i> HW14.
<b>Week 11: Sorting</b>			
(42) Monday, 13 November 2006 <b>Sorting Techniques</b> The problem of sorting, revisited. Writing sorting algorithms. Examples: Insertion, Selection, etc. Formalizing the problem.	(43) Tuesday, 14 November 2006 <b>Insertion and Selection Sorts</b> <i>Due:</i> HW15.	(44) Wednesday, 15 November 2006 <b>Merge Sort</b> Reflection.	(45) Friday, 17 November 2006 <b>Pause for Breath</b> <i>Due:</i> HW16.
<b>Week 12: Objects</b>			

(46) Monday, 20 November 2006 <b>Records</b> Grouping Data. The Record. Records in Scheme.	(47) Tuesday, 21 November 2006 <b>Object Basics</b> Extending Objects. Procedures as Objects. Adding State. <i>Due:</i> HW17.	(48) Wednesday, 22 November 2006 <b>Stacks</b> Abstract Data Types (ADTs). Stacks. Implementing Stacks in Scheme. Some Applications. <i>Assignments:</i> Exam 3 distributed.	Friday, 24 November 2006 <i>Thanksgiving Break</i>
<b>Week 13: Second Project: Visualizing Data</b>			
(49) Monday, 27 November 2006 <b>Queues</b> Review of stacks. Quick introduction to queues.	(50) Tuesday, 28 November 2006 <b>Project 2, Part 1</b>	(51) Wednesday, 29 November 2006 <b>Project 2, Part 2</b>	(52) Friday, 1 December 2006 <b>Project 2, Part 3</b> <i>Due:</i> Exam 3.
<b>Week 14: Wrapup</b>			
(53) Monday, 4 December 2006 <b>Discussion of Exam 3</b>	(54) Tuesday, 5 December 2006 <b>What is Computer Science, Revisited?</b> <i>Due:</i> Project Writeup 2.	(55) Wednesday, 6 December 2006 <b>Review for Final</b>	(56) Friday, 8 December 2006 <b>Wrapup</b> Evaluation forms. The subject matter of the course. Final comments.

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