

CS151.01 2006F Syllabus

This is an alternate 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.

| | Date | Subject | Work | Reading | Lab |
|--|---------------------------|--|---|--|--|
| <i>Week 01: Getting Started</i> | | | | | |
| 01 | Friday, 25 August 2006 | An Introduction to Algorithms 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 | An Introduction to CSC151 Lessons from PB and J. Common parts of an algorithm. Lab. Some administrative details. | <i>Due:</i> HW1: Administrivia. | The Linux Environment in the MathLAN | Getting Started in the MathLAN |
| 03 | Tuesday, 29 August 2006 | Working in DrScheme Wrapping up the MathLAN lab. DrScheme lab. | <i>Assignments:</i> Homework 2: Solving Quadratics. | The DrScheme Program-Development Environment | The DrScheme Program-Development Environment |
| 04 | Wednesday, 30 August 2006 | Beginning Scheme Why use programming languages? Scheme basics. Scheme history. Lab. | | Beginning Scheme | Beginning Scheme |

| | | | | | |
|--|--------------------------------------|---|--|---|----------------------------------|
| 05 | Friday, 1 September 2006 | Symbols and Lists Symbolic values. Lists. Lab. | <i>Due:</i> HW2. <i>Assignments:</i> HW3: Reconfiguring Lists. | Symbols in Scheme and Lists in Scheme | Symbols and Lists |
| Week 02: Data Types | | | | | |
| 06 | Monday, 4 September 2006 | Numeric Values Types. Review of Reading: Numbers, Kinds of Numbers, and Numeric Operations. Lab. Reflection. | | Numeric Values | Numeric Values |
| 07 | Tuesday, 5 September 2006 | Characters and Strings Additional lessons from yesterday. Short introduction to strings. Lab. | <i>Due:</i> HW3. <i>Assignments:</i> HW4. | Characters in Scheme and Strings in Scheme | Characters and Strings |
| 08 | Wednesday, 6 September 2006 | Procedure Definitions Why define your own procedures? How to define your own procedures. Lab. | | Defining Your Own Procedures | Defining Your Own Procedures |
| 09 | Friday, 8 September 2006 | Boolean Values and Predicates The Components of an Algorithm, Revisited. Lab. | <i>Due:</i> HW4. <i>Assignments:</i> HW5. | Boolean Values and Predicates | Boolean Values and Predicates |
| Week 03: Repetition and Recursion | | | | | |
| 10 | Monday, 11 September 2006 | Conditionals Notes on HW4. Preliminary Notes on Conditionals. Lab. Reflections. | | Conditionals | Conditionals |
| 11 | Tuesday, 12 September 2006 | Recursion Repetition. Recursion. Recursion in Scheme. Lab. | | Recursion | Recursion |

| | | | | | |
|--------------------------------|---------------------------------------|--|--|--|----------------------|
| 12 | Wednesday, 13 September 2006 | Recursion, Revisited Detour: Scheme's Evaluation Strategy. Example: Difference. Q&A. Lab. | | Recursion | Recursion |
| 13 | Friday, 15 September 2006 | Recursion with Lists Q&A. Labs. | <i>Due:</i> HW5. <i>Assignments:</i> HW6. | Recursion | Recursion with Lists |
| Week 04: Miscellaneous | | | | | |
| 14 | Monday, 18 September 2006 | Recursion with Natural Numbers (1) Writing Recursive Procedures. Short Introduction to Numeric Recursion. Lab. | | Numeric Recursion | Numeric Recursion |
| 15 | Tuesday, 19 September 2006 | Recursion with Natural Numbers (2) Review. Reflection. | <i>Due:</i> HW6. | Numeric Recursion and Writing Recursive Procedures | Numeric Recursion |
| 16 | Wednesday, 20 September 2006 | Recursion with Files Reflection. Files and ports. Reading values. Reading characters and lines. | | Files | Files |
| 17 | Friday, 22 September 2006 | Documentation, Preconditions and Postconditions 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. | | |
| Week 05: Local Bindings | | | | | |

| | | | | | |
|---|---------------------------------------|---|---------------------|--|--|
| 18 | Monday, 25 September 2006 | Unit Testing | | | |
| 19 | Tuesday, 26 September 2006 | Introduction to Local Bindings Why name things. Naming things with let. Naming things with let*. Naming procedures. | | | |
| 20 | Wednesday, 27 September 2006 | Local Procedure Bindings Why have local procedures. Creating local procedures. | | | |
| 21 | Friday, 29 September 2006 | Simulation The Problem of Simulation. Scheme's random procedure. Simulating the roll of dice. | <i>Due: Exam 1.</i> | | |
| <i>Week 06: First Project: Game and Simulation</i> | | | | | |
| 22 | Monday, 2 October 2006 | Discussion of Exam 1 Notes on exam 1. | | | |
| 23 | Tuesday, 3 October 2006 | Project 1, Part 1 | <i>Due: HW8.</i> | | |
| 24 | Wednesday, 4 October 2006 | Project 1, Part 2 | | | |
| 25 | Friday, 6 October 2006 | Project 1, Part 3 | <i>Due: HW9.</i> | | |
| <i>Week 07: Data Structures</i> | | | | | |

| | | | | | |
|--|----------------------------------|---|--------------------------------|--|--|
| 26 | Monday, 19 October 2006 | Pairs and Pair Structures Behind the scenes in Scheme: Memory. Pairs and Cons cells. Dotted pairs. Why care? | | | |
| 27 | Tuesday, 10 October 2006 | Deep Recursion 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 | Vectors Problems with lists. A solution: Vectors. Side note: The <code>begin</code> construct. | | | |
| 29 | Friday, 13 October 2006 | Association Lists Databases and dictionaries. Lists as dictionaries. <code>assoc</code> , a procedure for searching lists. Variants of Association Lists. | <i>Due:</i> HW10. | | |
| Fall Break | | | | | |
| Week 08: Scripting Graphics in the GIMP | | | | | |
| 30 | Monday, 23 October 2006 | GIMP Basics | | | |
| 31 | Tuesday, 24 October 2006 | Getting Started with Script-Fu About Script-Fu. Reflection. | <i>Due:</i> HW11. | | |

| | | | | | |
|---|-------------------------------------|---|---|--|--|
| 32 | Wednesday, 25 October 2006 | Writing Procedures for Script-Fu | | | |
| 33 | Friday, 27 October 2006 | Algorithmic Art About Images Algorithmically generating and modifying images | <i>Assignments:</i> Exam 2. <i>Due:</i> HW12. | | |
| Week 09: Higher Order Procedures | | | | | |
| 34 | Monday, 30 October 2006 | Folding | | | |
| 35 | Tuesday, 31 October 2006 | Map, Pixel-Map, and Anonymous Procedures | | | |
| 36 | Wednesday, 1 November 2006 | Metaprogramming | | | |
| 37 | Friday, 3 November 2006 | Variable-Arity Procedures Definition of <i>arity</i> . Why have variable-arity procedures. How to write variable-arity procedures. | <i>Due:</i> Exam 2. | | |
| Week 10: Algorithms (1): Searching | | | | | |
| 38 | Monday, 6 November 2006 | Discussion of Exam 2 | | | |

| | | | | | |
|-------------------------|-----------------------------------|--|-------------------|--|--|
| 39 | Tuesday, 7 November 2006 | The Problem of Searching 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 | Binary Search Quick review of the reading. Reflection. | | | |
| 41 | Friday, 10 November 2006 | Search Trees | <i>Due:</i> HW14. | | |
| Week 11: Sorting | | | | | |
| 42 | Monday, 13 November 2006 | Sorting Techniques The problem of sorting, revisited. Writing sorting algorithms. Examples: Insertion, Selection, etc. Formalizing the problem. | | | |
| 43 | Tuesday, 14 November 2006 | Insertion and Selection Sorts | <i>Due:</i> HW15. | | |
| 44 | Wednesday, 15 November 2006 | Merge Sort Reflection. | | | |
| 45 | Friday, 17 November 2006 | Pause for Breath | <i>Due:</i> HW16. | | |
| Week 12: Objects | | | | | |

| | | | | | |
|--|--------------------------------------|--|---|--|--|
| 46 | Monday, 20 November 2006 | Records Grouping Data. The Record. Records in Scheme. | | | |
| 47 | Tuesday, 21 November 2006 | Object Basics Extending Objects. Procedures as Objects. Adding State. | <i>Due: HW17.</i> | | |
| 48 | Wednesday, 22 November 2006 | Stacks Abstract Data Types (ADTs). Stacks. Implementing Stacks in Scheme. Some Applications. | <i>Assignments: Exam 3 distributed.</i> | | |
| | Friday, 24 November 2006 | <i>Thanksgiving Break</i> | | | |
| Week 13: Second Project: Visualizing Data | | | | | |
| 49 | Monday, 27 November 2006 | Queues Review of stacks. Quick introduction to queues. | | | |
| 50 | Tuesday, 28 November 2006 | Project 2, Part 1 | | | |
| 51 | Wednesday, 29 November 2006 | Project 2, Part 2 | | | |
| 52 | Friday, 1 December 2006 | Project 2, Part 3 | <i>Due: Exam 3.</i> | | |
| Week 14: Wrapup | | | | | |
| 53 | Monday, 4 December 2006 | Discussion of Exam 3 | | | |

| | | | | | |
|----|----------------------------------|---|-----------------------------------|--|--|
| 54 | Tuesday, 5 December 2006 | What is Computer Science, Revisited? | <i>Due:</i> Project Writeup 2. | | |
| 55 | Wednesday, 6 December 2006 | Review for Final | | | |
| 56 | Friday, 8 December 2006 | Wrapup Evaluation forms. The subject matter of the course. Final comments. | | | |

Copyright © 2006 Samuel A. Rebelsky. This work is licensed under a Creative Commons Attribution-NonCommercial 2.5 License. To view a copy of this license, visit <http://creativecommons.org/licenses/by-nc/2.5/> or send a letter to Creative Commons, 543 Howard Street, 5th Floor, San Francisco, California, 94105, USA.