

Module	Title/Activities	Module Begins	Assignments Due	Chapters	Week Start	Length Weeks
1	Tools for Programming Syllabus Quiz Java Technology Quiz Role of Variables Quiz Assignment 1 - Checking your JDK Installation Assignment 2 - ISBN Part 1	1/6	1/13	1 (not needed for assignments!)	0	1
2	Using objects and exploring variables WileyPLUS Assignment Zero Module 2 Quiz Using API Documentation quiz Programming Exercise 1 – Perimeter (<i>req</i>) Assignment 3 - ISBN Part 2 Begins	1/13	1/20	2	1	1
3	Exploring objects and writing methods Programming Exercise 2 - Die Simulator (<i>opt</i>) Programming Assignment 1 - Graphics Applet Assignment 3 - ISBN Part 2 Due	1/20	1/27	2	2	1
4	Defining and modifying objects Programming Exercise 3 - Product class (<i>opt</i>) Programming Exercise 4 - Bug class (<i>opt</i>) Programming Assignment 2 - Olympic Rings <i>Exam_1</i>	1/27	2/10	3	3	2
5	Data types & control Structures Programming Exercise 5 – Counter (<i>req</i>) Programming Exercise 6 – DataSet (<i>req</i>) Programming Assignment 4 – Debugging Assignment 4 - ISBN Part 3 Assignment 4 - Individual Process Report	2/10	2/17	4, 5 & 6	5	1
6	Object Interaction, Unit Testing and Delivery Programming Assignment 5 – Clocks Module 6 Quiz – Testing	2/17	2/24	Pages 47-50, 102- 104, 212-215, 319-321, and 372-374	6	1
7	Managing multiple objects and values Array Quiz Programming Exercise 7 - Array Output (<i>opt</i>) Programming Exercise 8 - Passing Arrays (<i>opt</i>) ArrayList Quiz Programming Exercise 9 - Purse (<i>req</i>) Programming Exercise 10 - Purse Transfer (<i>req</i>) Programming Assignment 6 - Game of Life	2/24	3/10	7	7	2
8	Designing High Quality Classes Programming Assignment 7 - Library Manager Professional Development Assignment <i>Exam 2</i>	3/10	3/17	8	9	1
9	Code Inheritance and Polymorphism Programming Exercise 11 - Square (<i>opt</i>) Programming Assignment 8 - Media Collection	3/17	3/24	10	10	1
10	Design Inheritance with Java interfaces Programming Exercise 12 - WordMeasurer (<i>req</i>)	3/24	3/31	9	11	1
11	Event handling and Building GUIs Programming Exercise 13 - Two Buttons (<i>opt</i>) Programming Assignment 9 - Animation	3/31	4/14	Chapter 9, pages 408 - 429, Chapter 10, pages 478-489, Chapter 11	12	2

12	Exception Handling and File I/O Programming Exercise 14 - Catch Exception (<i>opt</i>) Programming Assignment 10 - Link Extraction	4/14	4/21	Chapter 11 and Chapter 19 section 19.1: pages 820-822, and section 19.4: pages 833 -	14	1
13	Recursion and A Closing Look at Good Design Programming Assignment 11- List Files Completed Final Project Uploaded <i>Final Exam 4/30</i>	4/21	4/28	12 & 13	15	1
	Final Project	3/24	4/28		11	5

