

Module	Title/Activities	Module Begins	Assignments Due	Chapters	Week Start	Length Weeks
1	<b>Tools for Programming</b> Syllabus Quiz Java Technology Quiz Role of Variables Quiz <b>Assignment 1 - Checking your JDK Installation</b> <b>Assignment 2 - ISBN Part 1</b>	8/24	8/31	Online reading & Chap. 1 (textbook not needed this module's assignments!)	0	1
2	<b>Using objects and exploring variables</b> WileyPLUS Assignment Zero Module 2 Quiz Using API Documentation quiz Programming Exercise 1 – Perimeter (req) <b>Assignment 3 - ISBN Part 2 begins</b>	8/31	9/7	Chap. 2	1	1
3	<b>Exploring objects and writing methods</b> Programming Exercise 2 - Die Simulator (opt) <b>Programming Assignment 1 - Graphics Applet</b> <b>Assignment 3 - ISBN Part 2 Due</b>	9/7	9/14	Chap. 2 & BlueJ tutorial, pages 8 through 15	2	1
4	<b>Defining and modifying objects</b> Programming Exercise 3 – Counter (req) Programming Exercise 4 - Bug class (opt) <b>Programming Assignment 2 - Personal Logo</b> <b>Exam_1</b>	9/14	9/21	Chap. 3	3	1
5	<b>Data types &amp; control Structures</b> Programming Exercise 5 – DataSet (req) <b>Programming Assignment 3 – Debugging</b> <b>Assignment 4 - ISBN Part 3</b> <b>Assignment 4 - Individual Process Report</b>	9/21	9/28	Chapters 4, 5 & 6 & BlueJ Tutorial chapter 7	4	1
6	<b>Object Interaction, Unit Testing and Delivery</b> Module 6 Quiz – Testing <b>Programming Assignment 4 – Clocks</b>	9/28	10/12	Sections 7.8, 8.9 & 8.10. Re-read Sections 2.8, 3.6 & 5.5 & BlueJ Tutorial: Chapter 8 & Unit Testing in BlueJ Tutorial	5	2
7	<b>Managing multiple objects and values</b> Array Quiz Programming Exercise 6 - Array Output (opt) Programming Exercise 7 - Passing Arrays (opt) ArrayList Quiz Programming Exercise 8 - Purse (req) Programming Exercise 9 - Purse Transfer (req) <b>Programming Assignment 5 - Library Manager</b> Bonus Assignment - Game of Life(opt)	10/12	10/26	Chap. 7	7	2
8	<b>Designing High Quality Classes</b> <b>Professional Development Assignment</b> <b>Exam_2</b>	10/26	11/2	Chap. 8	9	1
9	<b>Code Inheritance and Polymorphism</b> Programming Exercise 10 - Square (opt) <b>Programming Assignment 6 - Media Collection</b> <b>Final Project Assigned</b>	11/2	11/9	Chap. 10	10	1
10	<b>Design Inheritance with Java interfaces</b> Programming Exercise 11 - WordMeasurer (req)	11/9	11/16	Chap. 9	11	1
11	<b>Event handling and Building GUIs</b> Programming Exercise 12 - Two Buttons (opt) <b>Programming Assignment 7 - Animation</b> <b>Final Project Design Due</b>	11/16	11/30	Chap. 9, sections 9.6 - 9.10 , Chapter 10, sections 10.9 - 10.11, Chapter 18	12	2

9/7 due date is a holiday, actual due date is 9/8

<b>12</b>	<b>Exception Handling and File I/O</b> Programming Exercise 13 - Catch Exception ( <i>opt</i> ) <b>Programming Assignment 8 - Link Extraction</b>	<b>11/30</b>	<b>12/7</b>	<b>Chap. 11 and Chap. 19 sections 19.1 &amp; 19.4</b>	<b>14</b>	<b>1</b>
<b>13</b>	<b>Recursion and A Closing Look at Good Design</b> <b>Programming Assignment 9- List Files</b> <b>Completed Final Project Uploaded</b> <b>Final Exam</b>	<b>12/7</b>	<b>12/14</b>	<b>Chapters 12 &amp; 13</b>	<b>15</b>	<b>1</b>
	<b>Final Project</b>	<b>11/2</b>	<b>12/14</b>		<b>10</b>	<b>6</b>

