



CSC 112: Beginning C++ Game Programming

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Week 0	August			22	23	24
Course Introduction						
Chapter 1						
Week 1		27	28	29	30	31
Types, Variables, Standard I/O						
Chapter 1						
Week 2	September	3 <i>Labor Day</i>	4	5	6	7
Logic, Control, Branching						
Chapter 2						
Week 3		10	11	12	13	14
Loops, Strings, Array						
Chapter 3						
Week 4		17	18	19	20	21
Template Library						
Chapter 4						
Week 5		24	25	*	27	28
Functions						
Chapter 5						
Week 6	October	1	2	3	4	5
References						
Chapter 6						
Week 7		8 <-Fall Break->		10	11 Last W Day	12
Pointers						
Chapter 7						
Week 8		15	16	17	18	19
Pointers						
Chapter 7						
Week 9		22	23	24	25	26
Classes						
Chapter 8						
Week 10		29	30	31	1	2
Classes						
Chapter 8						
Week 11	November	5	6	7	8	9
Dynamic Memory						
Chapter 9						
Week 12		12	13	14	15	16
Inheritance/Polymorphism						
Chapter 10						
Week 13		19	20	21 <--	22 <i>Thanksgiving Break</i>	23 -->
Introduction to Gaming Graphics						
Week 14		26	27	28	29	30
Advanced Concepts						
Week 15	December	3	4	5		
Advanced Concepts						

Exam Date: Wednesday, December 12, 2007 at 11:30 a.m.