

CSC/CYEN 132: The Science of Computing III

Last updated:

13 Mar 2018

		Lessons	Raspberry Pi Activities	Puzzles	Videos	Assessments	
WEEK 1	1	Housekeeping					W
	2	More on Data Structures				Program 1 2D Points	F
	3		Eight Queens -- Knight's Tour	Microsoft HoloLens			M
WEEK 2	4	More on Objects					W
	5					F	
	6		Program 2 2D Points...Plotted				M
WEEK 3	7						W
	8		Pi Activity 1 Room Adventure...Revolutions				F
	9		Final Pi Project (introduction)			Program 3 The Chaos Game	M
WEEK 4	10	Building a Computer					W
	11					Exam 1 More on Data Structures More on Objects	W
	12	Building a Computer		Nonogram -- Nonograms!	The Backwards Brain Bicycle		F
13					Program 4 Shapes	M	
WEEK 5	14						W
	15		Pi Activity 2				F

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WEEK 6	16		Paper Piano				M
	17	Building a Computer					W
	18					Exam 2 Building a Computer	F
WEEK 7	19	Beam Problem Solving with Computers				Program 5 The Chaos Game...Reloaded	M
	20	Beam Software Engineering					W
	21		Final Pi Project	Einstein's Puzzle			F
WEEK 8	22	Algorithms...Reloaded					M
	23					W	
	24		Final Pi Project				F
WEEK 9	25	Algorithms...Reloaded			The Expert		M
	26	Beam Artificial Intelligence			Marl/O: Machine Learning for Video Games -or- How Machines Learn		W
	27		Final Pi Project				F
WEEK 10	28					Exam 3 Algorithms...Reloaded Beams	M
	29		Final Pi Project (presentations)				W
	30	SLACK					F

Note: The beam on Software Engineering must be covered due to its material being required knowledge. Although the beam on Problem Solving with Computers is useful for students, the remaining beams can be replaced with others (based on instructor expertise and interest) as desired.