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| Weekly Lesson Plans |
| Day 128Aug | **Learning Targets:** Students will be oriented on classroom routines, rules, course expectations, and standards. Powerpoint on Classroom Management, Syllabus & Standards, and routines for lesson plans. Explore VTC.Students need to download the work files in Y:Drive > MrLiesingersYDrive > C++ folder called Cplusplus.zip.**Learning Targets:**I Students will log into VirtualTrainingCenter.com>C++ and complete the tutorials under the following sections:**Introduce C++** Welcome to C++ Course Overview Why C++? History of C++ Development Options Maintaining the Standard Getting Visual C++ 2010 Express Other IDEs ANSI Standards  |
| Day 2 30Aug | **Learning Targets:**I Students will log into VirtualTrainingCenter.com>C++ and complete the tutorials under the following sections:**Using Visual C++ Express** Visual C++ 2010 Express Tour Understanding Solutions & Projects Part 1 Understanding Solutions & Projects Part 2 Line Numbers Collapse & Expand Code Using Code SnippetsC++ Essentials C++ or C++/CLI pt 1 C++ or C++/CLI pt 2 C++ Options C++Program Structure C++Program Diagram Whitespace & Comments Statement Blocks Writing C++ Programs Writing ISO/IEC C++ Writing C++/CLI Windows C++ |
|  Day 34Sep | **Learning Targets:**I Students will log into VirtualTrainingCenter.com>C++ and complete the tutorials under the following sections:**C++ProgrammingBasics** Variables IntegerTypeModifiers Contants DeclaringVariables&Contants |
|  Day 46Sep | **Learning Targets:**I Students will log into VirtualTrainingCenter.com>C++ and complete the tutorials under the following sections:**C++ProgrammingBasics** Data types Part 1 Data types Part 2 Assignment Increment & Decrement Operators Part 1 Increment & Decrement Operators Part 2 |
| Day 510Sep | **Learning Targets:**I Students will log into VirtualTrainingCenter.com>C++ and complete the tutorials under the following sections:**C++ProgrammingBasics (Continued)** Calculations Sequence Type Conversion Part 1 Type Conversion Part 2 Discovering Types Discovering Types Example |
| Day 612Sep | **Learning Targets:**I Students will log into VirtualTrainingCenter.com>C++ and complete the tutorials under the following sections:**C++ProgrammingBasics (Continued)** The Auto Type Duration & Scope Part 1 Duration & Scope Part 2 When Scope Gets Interesting Part 1 When Scope Gets Interesting Part 2 |
|  Day 714Sep | **Learning Targets:**I Students will log into VirtualTrainingCenter.com>C++ and complete the tutorials under the following sections:**Indirect Data Access** What is a Pointer Pointer Terminology How Pointers Work Working with Pointers Part 1 Working with Pointers Part 2 |
|  Day 818Sep | **Learning Targets:**I Students will log into VirtualTrainingCenter.com>C++ and complete the tutorials under the following sections:**Indirect Data Acces (Continued)** 51Why Use Pointers? Which Asterisk is Which? What is a Reference? Lvalue References Rvalue References |
|  Day 920Sep | **Learning Targets:**I Students will log into VirtualTrainingCenter.com>C++ and complete the tutorials under the following sections:**Control Structures** 56Relational & Logical Operators If Statements Part 1 If Statements Part 2 Conditional Operators |
| Day 1024Sep | **Learning Targets:**I Students will log into VirtualTrainingCenter.com>C++ and complete the tutorials under the following sections:**Control Structure(Continued)** 60Switch Statements Looping in C++ The For Loop The Do Loop The While Loop |
| Day 1126Sep | **Learning Targets:**I Students will log into VirtualTrainingCenter.com>C++ and complete the tutorials under the following sections:**Functions** 65Function Basics Function Prototypes Function Arguments Passing Arguments |
| Day 1228Sep | **Learning Targets:**I Students will log into VirtualTrainingCenter.com>C++ and complete the tutorials under the following sections:**Functions (Continued)** 69Arguments Example Function Overloading Pointers as Arguments Part 1 Pointers as Arguments Part 2 |
| Day 132Oct | **Learning Targets:**I Students will log into VirtualTrainingCenter.com>C++ and complete the tutorials under the following sections:**Exceptions** 73Exception Basics Exception types Exception Example Part 1 Exception Example Part 2 |
| Day 144Oct | **Learning Targets:**I Students will log into VirtualTrainingCenter.com>C++ and complete the tutorials under the following sections:**Arrays** 77Array Basics Array Example Multi-Dimensional Arrays |
| Day 159Oct | **Learning Targets:**I Students will log into VirtualTrainingCenter.com>C++ and complete the tutorials under the following sections:**Object-OrientedProgramming** 80OOP Basics Understanding Classes Defining A Class Creating Objects |
| Day 1611Oct | **Learning Targets:**I Students will log into VirtualTrainingCenter.com>C++ and complete the tutorials under the following sections:**Object-OrientedProgramming(Continued)** 84What a Constructor is Using a Constructor Overloading Constructors Static Members Part 1 Static Members Part 2 |
| Day 1715Oct | **Learning Targets:**I Students will log into VirtualTrainingCenter.com>C++ and complete the tutorials under the following sections:**Object-OrientedProgramming(Continued)** 89What is a Destructor?  What is a Union? What is a Struct? Using a Struct |
|  Day 1817Oct | **Learning Targets:**I Students will log into VirtualTrainingCenter.com>C++ and complete the tutorials under the following sections:**Inheritance** 93Understanding Inheritance Inheritance Example |
| Day 1919Oct | **Learning Targets:**I Students will log into VirtualTrainingCenter.com>C++ and complete the tutorials under the following sections:**Virtual Functions** 95Virtual Function Basics Part 1 Virtual Function Basics Part 2 |
| Day 2023Oct | **Learning Targets:**I Students will log into VirtualTrainingCenter.com>C++ and complete the tutorials under the following sections:**Virtual Functions** 97Class Objects & Pointers Pure Virtual Functions Abstract Classes Virtual Function Example |
| Day 2125Oct | **Learning Targets:**I Students will log into VirtualTrainingCenter.com>C++ and complete the tutorials under the following sections:**Containers** 101C++ Containers Which Container?**Learning Targets:**I Students will log into VirtualTrainingCenter.com>C++ and complete the tutorials under the following sections:**Containers** 103Using a Vector Part 1 Using a Vector Part 2 Using a Vector Part 3 |
| Day 2229Oct | **Learning Targets:**I Students will log into VirtualTrainingCenter.com>C++ and complete the tutorials under the following sections:**Where to Go From Here** 106 C++ Next Level Windows Programming Basics The Windows API**Conclusion** Course Wrap Up |
| Day 2331Oct | Learning Target: Program Design CompetitionThe PDC2013 problem has been released, and the website is accepting online registration now. Please find the problem description and registration information at:<http://www.sdstate.edu/eecs/program-design/index.cfm>Make sure you research the entire website for rules, recommendations, and guidelines.Eventually, you will need to click on the “2013 PDC link” that explains this year’s competition: <http://www.sdstate.edu/eecs/program-design/upload/PDC-2013-Game-Description.pdf>The PDC will be designed using the VB/C++ language. The additional assignments below correlate with the PDC design and can be used as resources. Continue your design noting each goal and achievement inside a power-point presentation. Continuously update and save the power-point presentation as **PDC2013.ppt**. Some Examples of Connect Four pulled from the internet<http://www.codeproject.com/Articles/7787/Learning-Connect-Four><http://www.thescarms.com/VBasic/Connect4.aspx><http://www.youtube.com/watch?v=BZ8KzUwGJFo>You may have to actually contact these people or you may have to research code for yourselves.Learning Target:  Students will learn about the most recent language, Microsoft Visual Basic 2008, to use inside the Microsoft Visual Studio 2010.Review the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http%3A//www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm). Down load the “Work Files” in the appropriate VB Studio 2010 folder. Begin your first tutorial in the ***Introduction*** Section. **\*Welcome to Visual Basic 2008** Save the Video Project at **64WelcomeLname** in a folder, zip it, and place on the flash drive.  **\*Versions of Visual Basic** Save the Video Project at **65VersionsLname** in a folder, zip it, and place on the flash drive.  **\*VB 2008 Programming Environment** Save the Video Project at **66ProgrammingEnvironmentLname** in a folder, zip it, and place on the flash drive.  **\*Getting Started** Save the Video Project at **67GettingStartedLname** in a folder, zip it, and place on the flash drive.  **\*Launching Visual Studio & VB 2008** Save the Video Project at **68LaunchingStudio&BasicLname** in a folder, zip it, and place on the flash drive.  **\*Quick Simple Example** Save the Video Project at **69QuickSimpleExampleLname** in a folder, zip it, and place on the flash drive.  |
| Day 242Nov | Learning Target: Program Design CompetitionThe PDC2013 problem has been released, and the website is accepting online registration now. Please find the problem description and registration information at:<http://www.sdstate.edu/eecs/program-design/index.cfm>Make sure you research the entire website for rules, recommendations, and guidelines.Eventually, you will need to click on the “2013 PDC link” that explains this year’s competition: <http://www.sdstate.edu/eecs/program-design/upload/PDC-2013-Game-Description.pdf>The PDC will be designed using the VB/C++ language. The additional assignments below correlate with the PDC design and can be used as resources. Continue your design noting each goal and achievement inside a power-point presentation. Continuously update and save the power-point presentation as **PDC2013.ppt**. Learning Target:  Students will learn Saving & Executing Projects with VB2008 using VS 2010Review the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http%3A//www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm). Begin your next tutorials in the ***Saving & Executing Projects*** Section. **\*Saving the Original Project** Save the Video Project at **70SavingOriginalProjectsLname** in a folder, zip it, and place on the flash drive.  **\*Modifications & Re-saving** Save the Video Project at **71Modify&ReSaveLname** in a folder, zip it, and place on the flash drive.  **\*Recognizing Error Types** Save the Video Project at **72ErrorTypesLname** in a folder, zip it, and place on the flash drive.  **\*Naming Rules** Save the Video Project at **73NamingRulesLname** in a folder, zip it, and place on the flash drive.  **\*Basic Form Properties** Save the Video Project at **74BasicFormPropertiesLname** in a folder, zip it, and place on the flash drive.  |
|  Day 256Nov | Learning Target: Program Design CompetitionThe PDC2013 problem has been released, and the website is accepting online registration now. Please find the problem description and registration information at:<http://www.sdstate.edu/eecs/program-design/index.cfm>Make sure you research the entire website for rules, recommendations, and guidelines.Eventually, you will need to click on the “2013 PDC link” that explains this year’s competition: <http://www.sdstate.edu/eecs/program-design/upload/PDC-2013-Game-Description.pdf>The PDC will be designed using the VB/C++ language. The additional assignments below correlate with the PDC design and can be used as resources. Continue your design noting each goal and achievement inside a power-point presentation. Continuously update and save the power-point presentation as **PDC2013.ppt**. Learning Target:  Students will learn Saving & Executing Projects with VB2008 using VS 2010Review the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http%3A//www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm). Begin your next tutorials in the ***Controls & Properties*** Section. **\*Textboxes Vs Labels**Save the Video Project at **75TextBoxesVsLabelsLname** in a folder, zip it, and place on the flash drive.  **\*Radio Buttons Vs Check Boxes** Save the Video Project at **76RadioButtonsVsCheckBoxesLname** in a folder, zip it, and place on the flash drive.  **\*Picture Boxes** Save the Video Project at **77PictureBoxesLname** in a folder, zip it, and place on the flash drive.  **\*AutoSize Property** Save the Video Project at **78AutoSizePropertyLname** in a folder, zip it, and place on the flash drive.  **\*Shortcuts & Smar Tags** Save the Video Project at **79ShortCuts&SmartTagsLname** in a folder, zip it, and place on the flash drive.  **\*Working With Multiple Controls** Save the Video Project at **80WorkingWithMultipleControlsLname** in a folder, zip it, and place on the flash drive.  **\*Properties Vs Methods** Save the Video Project at **81PropertiesVsMethodsLname** in a folder, zip it, and place on the flash drive.  |
| 8Nov | Learning Target: Program Design CompetitionThe PDC2013 problem has been released, and the website is accepting online registration now. Please find the problem description and registration information at:<http://www.sdstate.edu/eecs/program-design/index.cfm>Make sure you research the entire website for rules, recommendations, and guidelines.Eventually, you will need to click on the “2013 PDC link” that explains this year’s competition: <http://www.sdstate.edu/eecs/program-design/upload/PDC-2013-Game-Description.pdf>The PDC will be designed using the VB/C++ language. The additional assignments below correlate with the PDC design and can be used as resources. Continue your design noting each goal and achievement inside a power-point presentation. Continuously update and save the power-point presentation as **PDC2013.ppt**. Learning Target:  Students will learn Saving & Executing Projects with VB2008 using VS 2010Review the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http%3A//www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm). Begin your next tutorials in the ***Coding For Controls*** Section. **\*Commenting Code**Save the Video Project at **82CommentingCodeLname** in a folder, zip it, and place on the flash drive.  **\*Clearing The Contents of Controls** Save the Video Project at **83ClearingControlContentsLname** in a folder, zip it, and place on the flash drive.  **\*Coding for Radio Buttons & Check Boxes** Save the Video Project at **84CodeForRadioBtns&ChkBoxesLname** in a folder, zip it, and place on the flash drive.  **\*Code for Visibility of Controls** Save the Video Project at **85CodeForVisibilityOfControlsLname** in a folder, zip it, and place on the flash drive.  **\*Code for Multiple Properties** Save the Video Project at **86CodeForMultiplePropertiesLname** in a folder, zip it, and place on the flash drive.  |
| 12Nov | Learning Target: Program Design CompetitionThe PDC2013 problem has been released, and the website is accepting online registration now. Please find the problem description and registration information at:<http://www.sdstate.edu/eecs/program-design/index.cfm>Make sure you research the entire website for rules, recommendations, and guidelines.Eventually, you will need to click on the “2013 PDC link” that explains this year’s competition: <http://www.sdstate.edu/eecs/program-design/upload/PDC-2013-Game-Description.pdf>The PDC will be designed using the VB/C++ language. The additional assignments below correlate with the PDC design and can be used as resources. Continue your design noting each goal and achievement inside a power-point presentation. Continuously update and save the power-point presentation as **PDC2013.ppt**. Learning Target:  Students will learn Saving & Executing Projects with VB2008 using VS 2010Review the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http%3A//www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm). Begin your next tutorials in the ***The User Interface*** Section. **\*Keyboard Access Keys**Save the Video Project at **87KeyboardAccessKeysLname** in a folder, zip it, and place on the flash drive.  **\*Tab Order for Controls** Save the Video Project at **88TabOrderFroControlsLname** in a folder, zip it, and place on the flash drive.  **\*Code for Concatenation** Save the Video Project at **89CodeForConcatenationLname** in a folder, zip it, and place on the flash drive.  **\*ToolTips** Save the Video Project at **90ToolTipsLname** in a folder, zip it, and place on the flash drive.  **\*Form StartPosition & WindowState** Save the Video Project at **91FormStartPosition&WindowStateLname** in a folder, zip it, and place on the flash drive.  |
| 15Nov | Learning Target: Program Design CompetitionThe PDC2013 problem has been released, and the website is accepting online registration now. Please find the problem description and registration information at:<http://www.sdstate.edu/eecs/program-design/index.cfm>Make sure you research the entire website for rules, recommendations, and guidelines.Eventually, you will need to click on the “2013 PDC link” that explains this year’s competition: <http://www.sdstate.edu/eecs/program-design/upload/PDC-2013-Game-Description.pdf>The PDC will be designed using the VB/C++ language. The additional assignments below correlate with the PDC design and can be used as resources. Continue your design noting each goal and achievement inside a power-point presentation. Continuously update and save the power-point presentation as **PDC2013.ppt**. Learning Target:  Students will learn Variables & ConstantsReview the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http%3A//www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm). Begin your next tutorials in the ***Variables & Constants*** Section. **\*What is a Variable?**Save the Video Project at **92VariablesLname** in a folder, zip it, and place on the flash drive.  **\*What is a Constant** Save the Video Project at **93ConstantsLname** in a folder, zip it, and place on the flash drive.  **\*Data Types** Save the Video Project at **94DataTypesLname** in a folder, zip it, and place on the flash drive.  **\*Naming Rules** Save the Video Project at **95NamingRulesLname** in a folder, zip it, and place on the flash drive.  **\*Variable Declaration Examples** Save the Video Project at **96VariableDeclarationLname** in a folder, zip it, and place on the flash drive.  **\*Scope of a Variable** Save the Video Project at **97ScopeOfVariablesLname** in a folder, zip it, and place on the flash drive.  **\*Option Explicit** Save the Video Project at **98OptionExplicitLname** in a folder, zip it, and place on the flash drive.  |
| 19Nov | Learning Target: Program Design CompetitionThe PDC2013 problem has been released, and the website is accepting online registration now. Please find the problem description and registration information at:<http://www.sdstate.edu/eecs/program-design/index.cfm>Make sure you research the entire website for rules, recommendations, and guidelines.Eventually, you will need to click on the “2013 PDC link” that explains this year’s competition: <http://www.sdstate.edu/eecs/program-design/upload/PDC-2013-Game-Description.pdf>The PDC will be designed using the VB/C++ language. The additional assignments below correlate with the PDC design and can be used as resources. Continue your design noting each goal and achievement inside a power-point presentation. Continuously update and save the power-point presentation as **PDC2013.ppt**. Learning Target:  Students will learn Coding for CalculationsReview the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http%3A//www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm). Begin your next tutorials in the ***Coding for Calculations*** Section. **\*Using the Parse Method**Save the Video Project at **99UsingParseMethodLname** in a folder, zip it, and place on the flash drive.  **\*Math Operations/Hierarchy of Operations** Save the Video Project at **100MathOperationHierarchyLname** in a folder, zip it, and place on the flash drive.  **\*Operation Strict** Save the Video Project at **101OptionStrictLname** in a folder, zip it, and place on the flash drive.  **\*Data Conversion Issues** Save the Video Project at **102DataConversionLname** in a folder, zip it, and place on the flash drive.  **\*Formatting Specifier Codes** Save the Video Project at **103FormatSpecifierCodesLname** in a folder, zip it, and place on the flash drive.  |
| 26Nov | Learning Target: Program Design CompetitionThe PDC2013 problem has been released, and the website is accepting online registration now. Please find the problem description and registration information at:<http://www.sdstate.edu/eecs/program-design/index.cfm>Make sure you research the entire website for rules, recommendations, and guidelines.Eventually, you will need to click on the “2013 PDC link” that explains this year’s competition: <http://www.sdstate.edu/eecs/program-design/upload/PDC-2013-Game-Description.pdf>The PDC will be designed using the VB/C++ language. The additional assignments below correlate with the PDC design and can be used as resources. Continue your design noting each goal and achievement inside a power-point presentation. Continuously update and save the power-point presentation as **PDC2013.ppt**. Learning Target:  Students will learn Message BoxesReview the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http%3A//www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm). Begin your next tutorials in the ***Message Boxes*** Section. **\*Construction of the Message Box**Save the Video Project at **104ConstructMessageBoxesLname** in a folder, zip it, and place on the flash drive.  **\*Message Box Button Options** Save the Video Project at **105MsgBxButtonOptionsLname** in a folder, zip it, and place on the flash drive.  **\*Using the DialogResult Variable** Save the Video Project at **106DialogResultVariableLname** in a folder, zip it, and place on the flash drive.  **\*Complex Message Boxes** Save the Video Project at **107ComplexMessageBoxesLname** in a folder, zip it, and place on the flash drive.  |
| 28Nov | Learning Target: Project on Calucating Variables by adding two numbers togetherThe YouTube Video is posted in the Y:Drive>MrLiesinger>C++> “AddingTwoNumbersTutorial:There are not resources other than the video. Just follow along with the instructions and save the folder project as **VB2010Adding2NumbersLname**. The YouTube Link can be found at [http://www.youtube.com/watch?v=SdyIM29EUuA](https://webmail.k12.sd.us/owa/redir.aspx?C=xMQwizajK0ibR6JyAlHsgvlSBalCoM8IDHL1uwguLBA8vPlRFYNIPyubpc5R9J-2vXddzbOzUMA.&URL=http%3a%2f%2fwww.youtube.com%2fwatch%3fv%3dSdyIM29EUuA)Learning Target: Program Design CompetitionThe PDC2013 problem has been released, and the website is accepting online registration now. Please find the problem description and registration information at:<http://www.sdstate.edu/eecs/program-design/index.cfm>Make sure you research the entire website for rules, recommendations, and guidelines.Eventually, you will need to click on the “2013 PDC link” that explains this year’s competition: <http://www.sdstate.edu/eecs/program-design/upload/PDC-2013-Game-Description.pdf>The PDC will be designed using the VB/C++ language. The additional assignments below correlate with the PDC design and can be used as resources. Continue your design noting each goal and achievement inside a power-point presentation. Continuously update and save the power-point presentation as **PDC2013.ppt**. Learning Target:  Students will learn Accumulating & CountingReview the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http%3A//www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm). Begin your next tutorials in the ***Accumulating & Counting***  Section. **\*Role of Module Level Variables**Save the Video Project at **108RoleOfModLvlVariablesLname** in a folder, zip it, and place on the flash drive.  **\*More on Accumulating** Save the Video Project at **109MoreAccumulatingLname** in a folder, zip it, and place on the flash drive.  **\*Counting Vs Accumulating** Save the Video Project at **110CountingVsAccumulatingLname** in a folder, zip it, and place on the flash drive.  **\*Try-Catch Blocks** Save the Video Project at **111Try-CatchBlocksLname** in a folder, zip it, and place on the flash drive.  **\*Complete Example/AccumulatingProgram** Save the Video Project at **112CompleteExampleAccuLname** in a folder, zip it, and place on the flash drive.  |
| 30Nov | Learning Target: Program Design CompetitionThe PDC2013 problem has been released, and the website is accepting online registration now. Please find the problem description and registration information at:<http://www.sdstate.edu/eecs/program-design/index.cfm>Make sure you research the entire website for rules, recommendations, and guidelines.Eventually, you will need to click on the “2013 PDC link” that explains this year’s competition: <http://www.sdstate.edu/eecs/program-design/upload/PDC-2013-Game-Description.pdf>The PDC will be designed using the VB/C++ language. The additional assignments below correlate with the PDC design and can be used as resources. Continue your design noting each goal and achievement inside a power-point presentation. Continuously update and save the power-point presentation as **PDC2013.ppt**. Learning Target:  Students will learn Conditional ProgrammingReview the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http%3A//www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm). Begin your next tutorials in the ***Conditional Programming*** Section. **\*If-ElseStatements**Save the Video Project at **113If-ElseStatementsLname** in a folder, zip it, and place on the flash drive.  **\*Relational Operators** Save the Video Project at **114RelationalOperatorsLname** in a folder, zip it, and place on the flash drive.  **\*Comparing Strings** Save the Video Project at **115ComparingStringsLname** in a folder, zip it, and place on the flash drive.  **\*Compound Conditions** Save the Video Project at **116CompoundConditionsLname** in a folder, zip it, and place on the flash drive.  **\*Nested If Statements** Save the Video Project at **117NestedIfStatementsLname** in a folder, zip it, and place on the flash drive.  **\*Else-If Structure Example**Save the Video Project at **118Else-IfStructureExampleLname** in a folder, zip it, and place on the flash drive.  **\*Case Structure** Save the Video Project at **119CaseStructureLname** in a folder, zip it, and place on the flash drive.  |
| 4Dec | Learning Target: Program Design CompetitionThe PDC2013 problem has been released, and the website is accepting online registration now. Please find the problem description and registration information at:<http://www.sdstate.edu/eecs/program-design/index.cfm>Make sure you research the entire website for rules, recommendations, and guidelines.Eventually, you will need to click on the “2013 PDC link” that explains this year’s competition: <http://www.sdstate.edu/eecs/program-design/upload/PDC-2013-Game-Description.pdf>The PDC will be designed using the VB/C++ language. The additional assignments below correlate with the PDC design and can be used as resources. Continue your design noting each goal and achievement inside a power-point presentation. Continuously update and save the power-point presentation as **PDC2013.ppt**. Learning Target:  Students will learn Input ValidationReview the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http%3A//www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm). Begin your next tutorials in the ***Input Validation*** Section. **\*Common Validation Techniques**Save the Video Project at **118CommonValidationTechLname** in a folder, zip it, and place on the flash drive.  **\*Multiple Validations** Save the Video Project at **119MultipleValidationsLname** in a folder, zip it, and place on the flash drive.  **\*Preventing User Errors** Save the Video Project at **120PreventingUserErrorsLname** in a folder, zip it, and place on the flash drive.  **\*Using The Masked Text Box** Save the Video Project at **121MaskedTextboxLname** in a folder, zip it, and place on the flash drive.  **\*Error Provider Component/Validating Events** Save the Video Project at **122ErrorProviderCompValidEventLname** in a folder, zip it, and place on the flash drive.  |
| 6Dec | Learning Target: Program Design CompetitionThe PDC2013 problem has been released, and the website is accepting online registration now. Please find the problem description and registration information at:<http://www.sdstate.edu/eecs/program-design/index.cfm>Make sure you research the entire website for rules, recommendations, and guidelines.Eventually, you will need to click on the “2013 PDC link” that explains this year’s competition: <http://www.sdstate.edu/eecs/program-design/upload/PDC-2013-Game-Description.pdf>The PDC will be designed using the VB/C++ language. The additional assignments below correlate with the PDC design and can be used as resources. Continue your design noting each goal and achievement inside a power-point presentation. Continuously update and save the power-point presentation as **PDC2013.ppt**. Learning Target:  Students will learn MenusReview the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http%3A//www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm). Begin your next tutorials in the ***Menus*** Section. **\*Menu Basics**Save the Video Project at **123MenuBasicsLname** in a folder, zip it, and place on the flash drive.  **\*Create a Menu Example** Save the Video Project at **124CreateMenuExampleLname** in a folder, zip it, and place on the flash drive.  **\*Keyboard Functionality With Menus** Save the Video Project at **125KeyboardFunctionalityLname** in a folder, zip it, and place on the flash drive.  **\*Writing Code for Menus** Save the Video Project at **126WritingCodeForMenusLname** in a folder, zip it, and place on the flash drive.  **\*Context Menus** Save the Video Project at **127ContextMenusLname** in a folder, zip it, and place on the flash drive.  |
| 10Dec | Learning Target: Program Design CompetitionThe PDC2013 problem has been released, and the website is accepting online registration now. Please find the problem description and registration information at:<http://www.sdstate.edu/eecs/program-design/index.cfm>Make sure you research the entire website for rules, recommendations, and guidelines.Eventually, you will need to click on the “2013 PDC link” that explains this year’s competition: <http://www.sdstate.edu/eecs/program-design/upload/PDC-2013-Game-Description.pdf>The PDC will be designed using the VB/C++ language. The additional assignments below correlate with the PDC design and can be used as resources. Continue your design noting each goal and achievement inside a power-point presentation. Continuously update and save the power-point presentation as **PDC2013.ppt**. Learning Target:  Students will learn General ProceduresReview the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http%3A//www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm). Begin your next tutorials in the ***General Procedures*** Section. **\*SubProcedures**Save the Video Project at **128SubProceduresLname** in a folder, zip it, and place on the flash drive.  **\*Function Procedures** Save the Video Project at **129FunctionProceduresLname** in a folder, zip it, and place on the flash drive.  **\*Passing Arguments** Save the Video Project at **130PassingArgumentsLname** in a folder, zip it, and place on the flash drive.  |
| 12Dec | Learning Target: Program Design CompetitionThe PDC2013 problem has been released, and the website is accepting online registration now. Please find the problem description and registration information at:<http://www.sdstate.edu/eecs/program-design/index.cfm>Make sure you research the entire website for rules, recommendations, and guidelines.Eventually, you will need to click on the “2013 PDC link” that explains this year’s competition: <http://www.sdstate.edu/eecs/program-design/upload/PDC-2013-Game-Description.pdf>The PDC will be designed using the VB/C++ language. The additional assignments below correlate with the PDC design and can be used as resources. Continue your design noting each goal and achievement inside a power-point presentation. Continuously update and save the power-point presentation as **PDC2013.ppt**. Learning Target:  Students will learn List Boxes and Combo BoxesReview the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http%3A//www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm). Begin your next tutorials in the ***ListCombo Boxes &***  Section. **\*ListBoxes & Combo Boxes Basics**Save the Video Project at **131List&ComboBoxesLname** in a folder, zip it, and place on the flash drive.  **\*List/Combo Box Properties** Save the Video Project at **132List&ComboBoxPropertiesLname** in a folder, zip it, and place on the flash drive.  **\*Add/Remove Items Methods** Save the Video Project at **133AddRemoveItemMethodsLname** in a folder, zip it, and place on the flash drive.  **\*Combo Box Example/Selected Index** Save the Video Project at **134ComboBoxExampleLname** in a folder, zip it, and place on the flash drive.  |
| 14Dec | Learning Target: Program Design CompetitionThe PDC2013 problem has been released, and the website is accepting online registration now. Please find the problem description and registration information at:<http://www.sdstate.edu/eecs/program-design/index.cfm>Make sure you research the entire website for rules, recommendations, and guidelines.Eventually, you will need to click on the “2013 PDC link” that explains this year’s competition: <http://www.sdstate.edu/eecs/program-design/upload/PDC-2013-Game-Description.pdf>The PDC will be designed using the VB/C++ language. The additional assignments below correlate with the PDC design and can be used as resources. Continue your design noting each goal and achievement inside a power-point presentation. Continuously update and save the power-point presentation as **PDC2013.ppt**. Learning Target:  Students will learn ArraysReview the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http%3A//www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm). Begin your next tutorials in the ***Array*** Section. **\*Fundamental of an Array**Save the Video Project at **135ArrayFundamentalsLname** in a folder, zip it, and place on the flash drive.  **\*Array and List Box Example** Save the Video Project at **136ArrayListBoxExamplesLname** in a folder, zip it, and place on the flash drive.  **\*Alternative Array Declaration** Save the Video Project at **137AltArrayDeclarationLname** in a folder, zip it, and place on the flash drive.  **\*Subscripts & Array Processing** Save the Video Project at **138Subscripts&ArrayProcessingLname** in a folder, zip it, and place on the flash drive.  **\*Two-Dimensional Arrays** Save the Video Project at **139TwoDimensionArraysLname** in a folder, zip it, and place on the flash drive.  |
| 18Dec | Learning Target: Program Design CompetitionThe PDC2013 problem has been released, and the website is accepting online registration now. Please find the problem description and registration information at:<http://www.sdstate.edu/eecs/program-design/index.cfm>Make sure you research the entire website for rules, recommendations, and guidelines.Eventually, you will need to click on the “2013 PDC link” that explains this year’s competition: <http://www.sdstate.edu/eecs/program-design/upload/PDC-2013-Game-Description.pdf>The PDC will be designed using the VB/C++ language. The additional assignments below correlate with the PDC design and can be used as resources. Continue your design noting each goal and achievement inside a power-point presentation. Continuously update and save the power-point presentation as **PDC2013.ppt**. Learning Target:  Students will learn LoopingReview the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http%3A//www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm). Begin your next tutorials in the ***Looping*** Section. **\*Pre-Test/Post-Test Looping**Save the Video Project at **140PrePostLoopingLname** in a folder, zip it, and place on the flash drive.  **\*For-Nested Loops** Save the Video Project at **141For-NestedLoopsLname** in a folder, zip it, and place on the flash drive.  **\*Complete Looping Example** Save the Video Project at **142LoopingExampleLname** in a folder, zip it, and place on the flash drive.  |
| 20Dec | Learning Target: Program Design CompetitionThe PDC2013 problem has been released, and the website is accepting online registration now. Please find the problem description and registration information at:<http://www.sdstate.edu/eecs/program-design/index.cfm>Make sure you research the entire website for rules, recommendations, and guidelines.Eventually, you will need to click on the “2013 PDC link” that explains this year’s competition: <http://www.sdstate.edu/eecs/program-design/upload/PDC-2013-Game-Description.pdf>The PDC will be designed using the VB/C++ language. The additional assignments below correlate with the PDC design and can be used as resources. Continue your design noting each goal and achievement inside a power-point presentation. Continuously update and save the power-point presentation as **PDC2013.ppt**. Learning Target:  Students will learn PrintingReview the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http%3A//www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm). Begin your next tutorials in the ***Printing*** Section. **\*PrintForm Vs PrintDocuments**Save the Video Project at **143PrintFormLname** in a folder, zip it, and place on the flash drive.  **\*PrintDocuments Component** Save the Video Project at **144PrintDocumentLname** in a folder, zip it, and place on the flash drive.  **\*Using the Graphics Page** Save the Video Project at **145UsingGraphicsPageLname** in a folder, zip it, and place on the flash drive.  **\*PrintPreview dialog component** Save the Video Project at **146PreviewDialogBoxLname** in a folder, zip it, and place on the flash drive.  |
| 2Jan | Learning Target: Program Design CompetitionThe PDC2013 problem has been released, and the website is accepting online registration now. Please find the problem description and registration information at:<http://www.sdstate.edu/eecs/program-design/index.cfm>Make sure you research the entire website for rules, recommendations, and guidelines.Eventually, you will need to click on the “2013 PDC link” that explains this year’s competition: <http://www.sdstate.edu/eecs/program-design/upload/PDC-2013-Game-Description.pdf>The PDC will be designed using the VB/C++ language. The additional assignments below correlate with the PDC design and can be used as resources. Continue your design noting each goal and achievement inside a power-point presentation. Continuously update and save the power-point presentation as **PDC2013.ppt**. Learning Target:  Students will learn DatabaseFilesReview the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http%3A//www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm). Begin your next tutorials in the ***Database Files*** Section. **\*XML Data**Save the Video Project at **147XMLDataLname** in a folder, zip it, and place on the flash drive.  **\*ADO.NET & VB 2008** Save the Video Project at **148ADO.NET&VB2008Lname** in a folder, zip it, and place on the flash drive.  **\*Database Application Example** Save the Video Project at **149DatabaseAppExampleLname** in a folder, zip it, and place on the flash drive.  |
| 4Jan | Learning Target: Program Design CompetitionThe PDC2013 problem has been released, and the website is accepting online registration now. Please find the problem description and registration information at:<http://www.sdstate.edu/eecs/program-design/index.cfm>Make sure you research the entire website for rules, recommendations, and guidelines.Eventually, you will need to click on the “2013 PDC link” that explains this year’s competition: <http://www.sdstate.edu/eecs/program-design/upload/PDC-2013-Game-Description.pdf>The PDC will be designed using the VB/C++ language. The additional assignments below correlate with the PDC design and can be used as resources. Continue your design noting each goal and achievement inside a power-point presentation. Continuously update and save the power-point presentation as **PDC2013.ppt**. Learning Target:  Students will learn Common Dialog BoxesReview the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http%3A//www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm). Begin your next tutorials in the ***Common Dialog Boxes*** Section. **\*Overview of Common Dialog Boxes**Save the Video Project at **150DialogBoxOverviewLname** in a folder, zip it, and place on the flash drive.  **\*Color Dialog Box Demo** Save the Video Project at **151ColorDialogBoxDemoLname** in a folder, zip it, and place on the flash drive.  **\*Font Dialog Box Demo** Save the Video Project at **152FontDialogBoxDemoLname** in a folder, zip it, and place on the flash drive.  **\*Open/Save/Browse Dialog Boxes** Save the Video Project at **153OpenSaveBrowseBoxesLname** in a folder, zip it, and place on the flash drive.  |
| 8Jan | Learning Target: Program Design CompetitionThe PDC2013 problem has been released, and the website is accepting online registration now. Please find the problem description and registration information at:<http://www.sdstate.edu/eecs/program-design/index.cfm>Make sure you research the entire website for rules, recommendations, and guidelines.Eventually, you will need to click on the “2013 PDC link” that explains this year’s competition: <http://www.sdstate.edu/eecs/program-design/upload/PDC-2013-Game-Description.pdf>The PDC will be designed using the VB/C++ language. The additional assignments below correlate with the PDC design and can be used as resources. Continue your design noting each goal and achievement inside a power-point presentation. Continuously update and save the power-point presentation as **PDC2013.ppt**. Learning Target:  Students will learn Multiple Form ProjectsReview the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http%3A//www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm). Begin your next tutorials in the ***Multiple Form Projects*** Section. **\*Adding/removing New forms**Save the Video Project at **154AddRemoveNewFormsLname** in a folder, zip it, and place on the flash drive.  **\*Form Methods & Events** Save the Video Project at **155FormMethods&EventsLname** in a folder, zip it, and place on the flash drive.  **\*Variables in Multiple form Projects** Save the Video Project at **156VariablesInMultiFormProjectsLname** in a folder, zip it, and place on the flash drive.  **\*Miscellaneious Form Events** Save the Video Project at **157MiscFormEventsLname** in a folder, zip it, and place on the flash drive.  **\*Splash Screen** Save the Video Project at **158SplashScreensLname** in a folder, zip it, and place on the flash drive.  **\*About Form** Save the Video Project at **159AboutFormLname** in a folder, zip it, and place on the flash drive.  |
| 10Jan | Learning Target: Program Design CompetitionThe PDC2013 problem has been released, and the website is accepting online registration now. Please find the problem description and registration information at:<http://www.sdstate.edu/eecs/program-design/index.cfm>Make sure you research the entire website for rules, recommendations, and guidelines.Eventually, you will need to click on the “2013 PDC link” that explains this year’s competition: <http://www.sdstate.edu/eecs/program-design/upload/PDC-2013-Game-Description.pdf>The PDC will be designed using the VB/C++ language. The additional assignments below correlate with the PDC design and can be used as resources. Continue your design noting each goal and achievement inside a power-point presentation. Continuously update and save the power-point presentation as **PDC2013.ppt**. Learning Target:  Students will learn WPF & Misc TopicsReview the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http%3A//www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm). Begin your next tutorials in the ***WPF & Misc Topics*** Section. **\*Window Presentation Foundation Overview**Save the Video Project at **160WPFOverviewLname** in a folder, zip it, and place on the flash drive.  **\*Copying/Moving Projects** Save the Video Project at **161CopyingMovingProjectsLname** in a folder, zip it, and place on the flash drive.  **\*Executable File and Deployments** Save the Video Project at **162ExecutableFile&DeploymentLname** in a folder, zip it, and place on the flash drive.Learning Target:  Students will review a summary of this course and credit the author. Review the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http%3A//www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm). Begin your next tutorials in the ***Wrap Up***  Section. **\*Summary of Content Covered**You do not have to save any assignment here.  **\*About the Author**You do not have to save any assignment here. |
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|   | http://jl132.k12.sd.us/Assign8.jpgLearning Target:  Text:  Computer Science--A Structured Programming Approach Using C (The Textbook and all resources can be found on the Y:Drive>MrLiesinger’sYDrive>CProgramming     Objectives: Review Basic Computer Systems Concepts                        Understand Different Computing Environments & Components                        Review History of Computer Language                        List and Describe Classifications of Computer Languages                        Understand the Steps in the Development of a Computer Program                        Review the System Development Life-CycleRead Pages 1-13.   Section 1.1 Computer Systems Computer Hardware Computer SoftwareSection 1.2 Computing Environments Personal Computing Environments Client/Server Environment Distributed Computing Time-Sharing Environments Section 1.3 Computer Languages Maching Languages Symbolic Languages High-Level LanguagesSection 1.4 Creating and Running Programs Writing and Editing Programs Compiling Programs Linking Programs Executing Programs |
|   | http://jl132.k12.sd.us/Assign8.jpgLearning Target:  Continue working on Chapter 1 Introduction to Computers     Read Page 13-26.   Section 1.5 System Development  System Development Life Cycle Program De3velopmnetSection 1.6 Software EngineeringSection 1.7  Tips and Common ErrorsSection 1.8 Key TermsSection 1.9 Summary |
|   | http://jl132.k12.sd.us/Assign8.jpgLearning Target:  Review Questions, Exercises, and Problems for Chapter 1 Introduction to Computers     Read Page 26-28.   Section 1.10  Practice Sets Review Questions Exercises ProblemsComplete the Review Questions Worksheet, Highlight the Answers, Place the page number you found the answer, save and name the worksheet **01TextReviewQuestionsLname** and submit. Complete the Exercises Worksheet, Highlight the Answers, Place the page number you found the answers, save and name the worksheet **02TextExercisesLname** and submit. Complete the Problems Worksheet, Highlight the Answers, Place the page number you found the answers, save and name the worksheet **03TextProblemsLname** and submit. |
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|  | http://jl132.k12.sd.us/Assign8.jpgLearning Target:  Text:  Computer Science--A Structured Programming Approach Using C     Objectives:  Review Basic Computer Systems Concepts                        Understand Different Computing Environments & Components                        Review History of Computer Language                        List and Describe Classifications of Computer Languages                        Understand the Steps in the Development of a Computer Program                        Review the System Development Life-CycleRead Pages 1-24.  01TextTermsFinitialLinitial:  Highlight the Term and list definitions for Section 1.8 in a Word Document01TextQuestionsFinitialLinitial:  Type out the questions/exercises/problems, their answers, and the applicable page numbers for Section 1.10 in a Word Document |
|  | Work on Chapter One.   |
|  | Finish Chapter One:  Submit Word Documents **01TextTermsFinitialLinitial** & **01TextQuestionsFinitialLinitial** |
|  | http://jl132.k12.sd.us/Assign8.jpgLearning Target:  Text:  Computer Science--A Structured Programming Approach Using C     Objectives:  Understand the Structure of a C-language program                        Write Your First C Program                        Introduce the Include Preprocessor Command                        Able to Create Good Identifiers for Objects in a Program                        Able to List, Describe, and Use the C Basic Data Types                        Able to Create and Use Variables and Constants in a Program                        Understand Input and Output concepts as they apply to C programs                        Able to Use Simple Input and Output Statements                        Understand Software Engineering Role in Documentation, Data Naming, and Data HidingRead Pages 29-82.  02TextTermsFinitialLinitial:  Highlight the Term and list definitions for Section 2.11 in a Word Document02TextQuestionsFinitialLinitial:  Type out the questions/exercises/problems, their answers, and the applicable page numbers for Section 2.13 in a Word Document |
|   | Work on Chapter Two |
|   | Work on Chapter Two |
|   | Finish Chapter Two:  Submit Word Documents **02TextTermsFinitialLinitial** & **02TextQuestionsFinitialLinitial** |
|   | http://jl132.k12.sd.us/Assign8.jpgLearning Target:  Text:  Computer Science--A Structured Programming Approach Using C     Objectives:  Able to list and describe the six expression categories                        Understand the Rules of Precedence and Associativity in Evaluating Expressions                        Understand the result of side effects in expression evaluation                        Able to predict the results when an expression is evaluated                        Understand implicit and explicit type conversion                        Understand and use the first four statement types:  null, expression, return, and compoundRead Pages 93-138.  03TextTermsFinitialLinitial:  Highlight the Term and list definitions for Section 3.10 in a Word Document03TextQuestionsFinitialLinitial:  Type out the questions/exercises/problems, their answers, and the applicable page numbers for Section 3.12 in a Word Document |
|   | Work on Chapter Three |
|   | Work on Chapter Three |
|   | Work on Chapter Three  (LAST DAY FOR SENIORS) |
|   | Finish Chapter Three:  Submit Word Documents **03TextTermsFinitialLinitial** & **03TextQuestionsFinitialLinitial** |
|   | Review for the Final |
|   | Final Exam |
|   | Display and Correct Final Exams.   |
|   | Computer Turn-In.   |
|   | **Learning Targets:  C Programming:**  <http://www.vtc.com> Lesson 02 C on Windows, **VTC02FinitialLinitial**, Lesson 03 Testing Visual C++ 2005 Express Edition, **VTC03FinitialLinitial**, Lesson 04 C on Linux, **VTC04FinitialLinitial**Lesson 05 Testing GNU CPP, **VTC05FinitialLinitial**, Lesson 06 What a Compiler Is, **VTC06FinitialLinitial****Learning Targets:  C Programming(First Steps):**  <http://www.vtc.com> Lesson 07 Hello World, **VTC07FinitialLinitial,** Lesson 08 Entering the Program Pt 1, **VTC08FinitialLinitial,** Lesson 09 Entering the Program Pt 2, **VTC09FinitialLinitial,** Lesson 10 Compile & Run, **VTC10FinitialLinitial,** Lesson 11 Examine Each Line, **VTC11FinitialLinitial****Learning Targets:  C Programming (First Steps Continued):**  <http://www.vtc.com> Lesson 12 First Program Assignment, **VTC12FinitialLinitial,** Lesson 13 First Program Answer,  **VTC13FinitialLinitial,** **Learning Targets:  C Programming (Types/Operators & Expressions):** Lesson 14 Types/Operators & Expressions, **VTC14FinitialLinitial,** Lesson 15 Variable Name, **VTC15FinitialLinitial** |
|  | Lesson 16 Data Types & Sizes, **VTC16FinitialLinitial****Learning Targets:  C Programming (Types/Operators & Expressions continued):**  <http://www.vtc.com> Lesson 17 Constants, **VTC17FinitialLinitial**Lesson 18 Declarations, **VTC18FinitialLinitial**Lesson 19 Arithmetic Operators, **VTC19FinitialLinitial**Lesson 20 Relational & Logical Operators Pt 1, **VTC20FinitialLinitial**Lesson 21 Relational & Logical Operators Pt 2, **VTC21FinitialLinitial****Learning Targets:  C Programming (Types/Operators & Expressions continued):**  <http://www.vtc.com> Lesson 22 Type Conversions, **VTC22FinitialLinitial**Lesson 23 Increment & Decrement Operators, **VTC23FinitialLinitial** |
|  | Lesson 24 Bitwise Operators, **VTC24FinitialLinitial**Lesson 25 Assignment Operators & Expressions, **VTC25FinitialLinitial**Lesson 26Conditional Expressions, **VTC26FinitialLinitialLearning Targets:  C Programming (Types/Operators & Expressions continued):**  <http://www.vtc.com> Lesson 27 Precedence & Order of Evaluations, **VTC27FinitialLinitialLearning Targets:  C Programming:  (Control Flow)**Lesson 28 Control Flow , **VTC28FinitialLinitial**Lesson 29 Statements & Blocks, **VTC29FinitialLinitial**Lesson 30 If-Else, **VTC30FinitialLinitial**Lesson 31 Else-If Pt1, **VTC31FinitialLinitial** |
|  | **Learning Targets:  C Programming (Control Flow continued):**  <http://www.vtc.com> Lesson 32 Else-If Pt2, **VTC32FinitialLinitial**Lesson 33 Switch, **VTC33FinitialLinitial**Lesson 34 Loops-While, **VTC34FinitialLinitial**Lesson 35 Loops-For, **VTC35FinitialLinitial**Lesson 36 Loops- Do-While, **VTC36FinitialLinitialLearning Targets:  C Programming:**  <http://www.vtc.com> Lesson 37Break & Continue, **VTC37FinitialLinitial**Lesson 38 Goto & Labels, **VTC38FinitialLinitial** |
|  | **Learning Targets:  C Programming (Functions & Programs):** Lesson 39 Functions & Programs, **VTC39FinitialLinitial**Lesson 40 Basics of Functions Pt. 1, **VTC40FinitialLinitial**Lesson 41 Basics of Functions Pt. 2, **VTC41FinitialLinitial****Learning Targets:  C Programming (Functions & Programs):**  <http://www.vtc.com> Lesson 42Functions Returning Non-Integers, **VTC42FinitialLinitial**Lesson 43 External Variables, **VTC43FinitialLinitial** |
|  | Lesson 44 Scope Rules, **VTC44FinitialLinitial**Lesson 45 Header Files, **VTC45FinitialLinitial****Learning Targets:  C Programming (Functions & Programs continued):**  <http://www.vtc.com> Lesson 46Static Variables Pt. 1, **VTC46FinitialLinitial**Lesson 47Static Variables Pt. 2, **VTC47FinitialLinitial**Lesson 48 Register Variables, **VTC48FinitialLinitial**Lesson 49Block Structure, **VTC49FinitialLinitial** |
|  | Lesson 50 Initialization, **VTC50FinitialLinitial****Learning Targets:  C Programming (Functions & Programs continued):**  <http://www.vtc.com> Lesson 51 Recursion, **VTC51FinitialLinitial**Lesson 52 The C Processor, **VTC52FinitialLinitialLearning Targets:  C Programming (Pointers & Arrays):** Lesson 53 Pointers & Arrays, **VTC53FinitialLinitial**Lesson 54 Pointers & Addresses Pt. 1, **VTC54FinitialLinitial**Lesson 55 Pointers & Addresses Pt. 2, **VTC55FinitialLinitial** |
|  | **Learning Targets:  C Programming:**  <http://www.vtc.com> Lesson 56 Pointers & Function Arguments, **VTC56FinitialLinitial**Lesson 57Pointers & Arrays, **VTC57FinitialLinitial**Lesson 58Address Arithmetic, **VTC58FinitialLinitial**Lesson 59 Character Pointers & Functions, **VTC59FinitialLinitial**Lesson 60 Pointer Arrays/Pointers to Pointers, **VTC060FinitialLinitialLearning Targets:  C Programming:**  <http://www.vtc.com> Lesson 61 Multi-dimentional Arrays, **VTC61FinitialLinitial** Lesson 62 Initialization of Pointer Arrays, **VTC62FinitialLinitial** |
|  | No Class.  Center of Excellence Fall Symposium, DSU, TCB, Straatmeyer Auditorium, 9:00am-3:00pm.  (Peters & Knofczynski report to Library).   |
|  | Lesson 63 Command-Line Arguments, **VTC63FinitialLinitial**Lesson 64 Pointers to Functions, **VTC64FinitialLinitial**Lesson 65Complicated Declarations, **VTC65FinitialLinitial****Learning Targets:  C Programming (Structures):**  <http://www.vtc.com> Lesson 66 Structures, **VTC66FinitialLinitial** Lesson 67 Basics of Structures Pt. 1, **VTC67FinitialLinitial**Lesson 68 Basics of Structures Pt. 2, **VTC68FinitialLinitial**Lesson 69 Structures & Functions, **VTC69FinitialLinitial**Lesson 70 Arrays of Structures, **VTC70FinitialLinitial** |
|  | **Learning Targets:  C Programming (Structures continued):**  <http://www.vtc.com> Lesson 71 Pointers to Structures, **VTC71FinitialLinitial**Lesson 72 Typedef, **VTC72FinitialLinitial**Lesson 73 Unions, **VTC73FinitialLinitial**Lesson 74 Bit-Fields, **VTC74FinitialLinitialLearning Targets:  C Programming (Input & Output):** Lesson 75 Input & Output, **VTC75FinitialLinitial****Learning Targets:  C Programming (Input & Output continued):**  <http://www.vtc.com> Lesson 76 Standard Input & Output, **VTC76FinitialLinitial**Lesson 77 Formatted Output-Printf Pt. 1, **VTC77FinitialLinitial** |
|  | Lesson 78 Formatted Output-Printf Pt. 2, **VTC78FinitialLinitial**Lesson 79 Variable Length Argument Lists, **VTC79FinitialLinitial**Lesson 80 Formatted Input Scanf, **VTC80FinitialLinitialLearning Targets:  C Programming (Input & Output continued):**  <http://www.vtc.com> Lesson 81 File Access, **VTC81FinitialLinitial**Lesson 82 Error Handling Stderr & Exit, **VTC82FinitialLinitial** |
|  | **Learning Targets:  C Programming (Input & Output continued):**  <http://www.vtc.com> Lesson 83 Line Input & Output, **VTC83FinitialLinitial**Lesson 84 Miscellaneous Functions, **VTC84FinitialLinitialLearning Targets:  C Programming (Using C on the Web):** Lesson 85 Using C on the WWW with CGI, **VTC85FinitialLinitial****Learning Targets:  C Programming (Using C on the Web continued):**  <http://www.vtc.com> Lesson 86 Basics of CGI Pt. 1, **VTC86FinitialLinitial**Lesson 87 Basics of CGI Pt. 2, **VTC87FinitialLinitial** |
|  | **Learning Targets:  C Programming (Using C on the Web continued):**  <http://www.vtc.com> Lesson 88 Preparing For C & CGI Pt. 1, **VTC88FinitialLinitial**Lesson 89 Preparing For C & CGI Pt. 2, **VTC89FinitialLinitial**Lesson 90 Hello World on CGI, **VTC90FinitialLinitial****Learning Targets:  C Programming (Using C on the Web continued):**  <http://www.vtc.com> Lesson 91 Functions For C on WWW, **VTC91FinitialLinitial**Lesson 92Writing A form for CGI Pt. 1, **VTC92FinitialLinitial** |
|  | No Class. |
|  | Lesson 93 Writing A form for CGI Pt. 2, **VTC93FinitialLinitial**Lesson 94 Writing A form for CGI Pt. 3, **VTC94FinitialLinitial**Lesson 95 Display & Use Environment Vars Pt. 1, **VTC95FinitialLinitialLearning Targets:  C Programming:**  <http://www.vtc.com> Lesson 96 Display & Use Environment Vars Pt. 2, **VTC96FinitialLinitialLearning Targets:  C Programming (The Unix System Interface):** Lesson 97 The Unix System Interface, **VTC97FinitialLinitial**Lesson 98 Low Level I/O Read & Write, **VTC98FinitialLinitial**Lesson 99 Open/Create/Close/Unlink, **VTC99FinitialLinitial**Lesson 100 Random Access Lseek, **VTC100FinitialLinitial** |
|  | **Learning Targets:  C Programming (Input & Output):**  <http://www.vtc.com> Lesson 101 Input & Output Pt. 1, **VTC101FinitialLinitial**Lesson 102 Input & Output Pt. 2, **VTC102FinitialLinitial**Lesson 103File I/O & Character I/O, **VTC103FinitialLinitial**Lesson 104 Direct I/O & Error Handling,**VTC104FinitialLinitial** Lesson 105 Character Class Tests, **VTC105FinitialLinitial****Learning Targets:  C Programming (Input & Output continued):**  <http://www.vtc.com> Lesson 106 String Functions Pt. 1, **VTC106FinitialLinitial**Lesson 107 String Functions Pt. 2, **VTC107FinitialLinitial** |
|  | Lesson 108 Math & Utility &,**VTC108FinitialLinitial** Lesson 109 Diagnostics/Arg Lists & Signals Pt. 1, **VTC109FinitialLinitial**Lesson 110 Diagnostics/Arg Lists & Signals Pt. 2, **VTC110FinitialLinitial****Learning Targets:  C Programming (Input & Output continued):**  <http://www.vtc.com> Lesson 111 Date & Time Functions Pt. 1 , **VTC111FinitialLinitial**Lesson 112 Date & Time Functions Pt. 2, **VTC112FinitialLinitial**Lesson 113 Defined Limits &, **VTC113FinitialLinitialLearning Targets:  C Programming (Review):** Lesson 114 Review, **VTC114FinitialLinitial** |
|  | **Learning Targets:  Advanced C Programming (Introduction):**  <http://www.vtc.com> Lesson 115 The Contents of this Course, **VTC115FinitialLinitial**Lesson 116 C, **VTC116FinitialLinitialLearning Targets:  Advanced C Programming (Fundamental Concepts):** Lesson 117 Compiling, **VTC117FinitialLinitial**Lesson 118 Converting Source, **VTC118FinitialLinitial**Lesson 119 Program Execution, **VTC119FinitialLinitial** |
|  | **Learning Targets:  Advanced C Programming(Fundamental Concepts continued):**  <http://www.vtc.com> Lesson 120 Sequence Points, **VTC120FinitialLinitial**Lesson 121 Compatibility with C++, **VTC121FinitialLinitialLearning Targets:  Advanced C Programming (Types of Data):** Lesson 122 Integers, **VTC122FinitialLinitial**Lesson 123 Three Float, **VTC123FinitialLinitial**Lesson 124 Complex Imaginary, **VTC124FinitialLinitial** |
|  | **Learning Targets:  Advanced C Programming (Types of Data continued):**  <http://www.vtc.com> Lesson 125 Bits, **VTC125FinitialLinitial**Lesson 126 More Bits, **VTC126FinitialLinitial**Lesson 127 Convert & Cast, **VTC127FinitialLinitial**Lesson 128 Literals, **VTC128FinitialLinitial** Lesson 129 The Category Integer, **VTC129FinitialLinitial** |
|  | **Learning Targets:  Advanced C Programming (Aggregates):**  <http://www.vtc.com> Lesson 130 Arrays of the One Dimension, **VTC130FinitialLinitial**Lesson 131 Arrays of Many Dimensions, **VTC131FinitialLinitial**Lesson 132 Variable Length Array, **VTC132FinitialLinitial**Lesson 133 Structs, **VTC133FinitialLinitial**Lesson 134 Unions, **VTC134FinitialLinitial** |
|  | **Learning Targets:  Advanced C Programming (Characters):**  <http://www.vtc.com> Lesson 135 Trigraphs & Digraphs, **VTC135FinitialLinitial**Lesson 136 Wide Characters, **VTC136FinitialLinitial**Lesson 137 Universal Characters, **VTC137FinitialLinitial**Lesson 138 Character Display Semantics, **VTC138FinitialLinitial**Lesson 139 Formatted Output, **VTC139FinitialLinitial** |
|  | **Learning Targets:  Advanced C Programming (Characters continued):**  <http://www.vtc.com> Lesson 140 Formatted Input, **VTC140FinitialLinitialLearning Targets:  Advanced C Programming (Memory Allocation):** Lesson 141 The allocation Functions, **VTC141FinitialLinitial**Lesson 142 Handling Memory Allocation, **VTC142FinitialLinitial**Lesson 143 Declarations & Definitions, **VTC143FinitialLinitialLearning Targets:  Advanced C Programming (Execution Flow):** Lesson 144 The Form of a Function Call, **VTC144FinitialLinitial** |
|  | **Learning Targets:  Advanced C Programming (Execution Flow continued):**  <http://www.vtc.com> Lesson 145 Pushing Arguments, **VTC145FinitialLinitial**Lesson 146 Blocks, **VTC146FinitialLinitial**Lesson 147 If, **VTC147FinitialLinitial**Lesson 148 Switch/Case, **VTC148FinitialLinitial**Lesson 149 While/Do/For, **VTC149FinitialLinitial** |
|  | **Learning Targets:  Advanced C Programming (Execution Flow continued):**  <http://www.vtc.com> Lesson 150 GoTo, **VTC150FinitialLinitialLearning Targets:  Advanced C Programming (Preprocessor):** Lesson 151 Macro Definition & Expansion, **VTC151FinitialLinitial**Lesson 152 Stringification & Concatenation, **VTC152FinitialLinitial**Lesson 153 Variadic Macros, **VTC153FinitialLinitial**Lesson 154 Conditional Inclusion, **VTC154FinitialLinitial** |
|  | **Learning Targets:  Advanced C Programming (Preprocessor continued):**  <http://www.vtc.com> Lesson 155 Error & Pragma, **VTC155FinitialLinitial**Lesson 156 Inclusion & Idempotence, **VTC156FinitialLinitial**Lesson 157 Predefines, **VTC157FinitialLinitial**Lesson 158 Macro Follies, **VTC158FinitialLinitialLearning Targets:  Advanced C Programming (Pointers):** Lesson 159 Lvalues & Rvalues, **VTC159FinitialLinitial** |
|  | **Learning Targets:  Advanced C Programming (Pointers continued):**  <http://www.vtc.com> Lesson 160 Deciphering Declarations, **VTC160FinitialLinitial**Lesson 161 Pointer Arithmetic, **VTC161FinitialLinitial**Lesson 162 Pointers in the Real World, **VTC162FinitialLinitialLearning Targets:  Advanced C Programming (Operators):** Lesson 163 Multiplicative & Additive, **VTC163FinitialLinitial**Lesson 164 Unary oOperators, **VTC164FinitialLinitial** |
|  | **Learning Targets:  Advanced C Programming (Operators continued):**  <http://www.vtc.com> Lesson 165 Bit Operators, **VTC165FinitialLinitial**Lesson 166 Boolean Vs Logical , **VTC166FinitialLinitial**Lesson 167 Residual Values, **VTC167FinitialLinitialLearning Targets:  Advanced C Programming (Locations & Access):** Lesson 168 Alignment, **VTC168FinitialLinitial**Lesson 169 Identifiers & Scope, **VTC169FinitialLinitial** |
|  | **Learning Targets:  Advanced C Programming (Locations & Access continued):**  <http://www.vtc.com> Lesson 170 Linkage & Storage Duration, **VTC170FinitialLinitialLearning Targets:  Advanced C Programming (Special Keywords):** Lesson 171 Auto/Register, **VTC171FinitialLinitial**Lesson 172 Break/Continue, **VTC172FinitialLinitial**Lesson 173 Const/Volatile/Restrict, **VTC173FinitialLinitial**Lesson 174 Extern, **VTC174FinitialLinitial** |
|  | No Class.  Thanksgiving |
|  | No Class.  Thanksgiving |
|  | **Learning Targets:  Advanced C Programming (Standard C Library continued):**  <http://www.vtc.com> Lesson 180 Ctype.h, **VTC180FinitialLinitial**Lesson 181 Errno.h, **VTC181FinitialLinitial**Lesson 182 Float.h, **VTC182FinitialLinitial**Lesson 183 Limits.h, **VTC183FinitialLinitial**Lesson 184 Locale.h, **VTC184FinitialLinitial** |
|  | **Learning Targets:  Advanced C Programming (Standard C Library continued):**  <http://www.vtc.com> Lesson 185 Math.h, **VTC185FinitialLinitial**Lesson 186 Setjmp.h, **VTC186FinitialLinitial**Lesson 187 Signal.h, **VTC187FinitialLinitial**Lesson 188 Stdarg.h, **VTC188FinitialLinitial**Lesson 189 Stddef.h, **VTC189FinitialLinitial** |
|  | **Learning Targets:  Advanced C Programming (Standard C Library continued):**  <http://www.vtc.com> Lesson 190 Stdio.h Pt. 1, **VTC190FinitialLinitial**Lesson 191 Stdio.h Pt. 2, **VTC191FinitialLinitial**Lesson 192 Stdib.h, **VTC192FinitialLinitial**Lesson 193 String.h, **VTC193FinitialLinitial**Lesson 194 Time.h, **VTC194FinitialLinitial** |
|  | **Learning Targets:  Advanced C Programming (Conclusion):**  <http://www.vtc.com> Lesson 195 Wrap-up, **VTC195FinitialLinitial** |