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| Weekly Lesson Plans | |
| Day 1  28Aug | **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 Snippets  C++ 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 3  4Sep | **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 4  6Sep | **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 5  10Sep | **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 6  12Sep | **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 7  14Sep | **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 8  18Sep | **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 9  20Sep | **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 10  24Sep | **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 11  26Sep | **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 12  28Sep | **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 13  2Oct | **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 14  4Oct | **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 15  9Oct | **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 16  11Oct | **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 17  15Oct | **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 18  17Oct | **Learning Targets:**I Students will log into VirtualTrainingCenter.com>C++ and complete the tutorials under the following sections:  **Inheritance**  93Understanding Inheritance  Inheritance Example |
| Day 19  19Oct | **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 20  23Oct | **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 21  25Oct | **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 22  29Oct | **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 23  31Oct | Learning Target: Program Design Competition The 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://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 24  2Nov | Learning Target: Program Design Competition The 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 2010 Review the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http://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 25  6Nov | Learning Target: Program Design Competition The 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 2010 Review the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http://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 Competition The 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 2010 Review the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http://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 Competition The 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 2010 Review the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http://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 Competition The 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 & Constants Review the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http://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 Competition The 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 Calculations Review the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http://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 Competition The 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 Boxes Review the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http://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 together The 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 Competition The 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 & Counting Review the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http://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 Competition The 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 Programming Review the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http://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 Competition The 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 Validation Review the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http://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 Competition The 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 Menus Review the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http://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 Competition The 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 Procedures Review the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http://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 Competition The 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 Boxes Review the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http://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 Competition The 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 Arrays Review the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http://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 Competition The 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 Looping Review the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http://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 Competition The 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 Printing Review the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http://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 Competition The 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 DatabaseFiles Review the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http://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 Competition The 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 Boxes Review the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http://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 Competition The 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 Projects Review the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http://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 Competition The 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 Topics Review the list of tutorials [http http://www.vtc.com/products/Microsoft-Visual-Basic-2008-Tutorials.htm](http%20http://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://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-Cycle  Read Pages 1-13.  Section 1.1  Computer Systems  Computer Hardware  Computer Software  Section 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 Languages  Section 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 De3velopmnet  Section 1.6  Software Engineering  Section 1.7  Tips and Common Errors  Section 1.8  Key Terms  Section 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  Problems  Complete 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-Cycle  Read Pages 1-24.   01TextTermsFinitialLinitial:  Highlight the Term and list definitions for Section 1.8 in a Word Document 01TextQuestionsFinitialLinitial:  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 Hiding  Read Pages 29-82.   02TextTermsFinitialLinitial:  Highlight the Term and list definitions for Section 2.11 in a Word Document 02TextQuestionsFinitialLinitial:  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 compound  Read Pages 93-138.   03TextTermsFinitialLinitial:  Highlight the Term and list definitions for Section 3.10 in a Word Document 03TextQuestionsFinitialLinitial:  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, **VTC26FinitialLinitial  Learning Targets:  C Programming (Types/Operators & Expressions continued):**  <http://www.vtc.com>  Lesson 27 Precedence & Order of Evaluations, **VTC27FinitialLinitial Learning 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, **VTC36FinitialLinitial  Learning 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, **VTC52FinitialLinitial Learning 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, **VTC060FinitialLinitial  Learning 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, **VTC74FinitialLinitial Learning 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, **VTC80FinitialLinitial  Learning 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, **VTC84FinitialLinitial Learning 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, **VTC95FinitialLinitial  Learning Targets:  C Programming:**  <http://www.vtc.com>  Lesson 96 Display & Use Environment Vars Pt. 2, **VTC96FinitialLinitial Learning 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 &, **VTC113FinitialLinitial Learning 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, **VTC116FinitialLinitial Learning 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++, **VTC121FinitialLinitial Learning 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, **VTC140FinitialLinitial Learning Targets:  Advanced C Programming (Memory Allocation):** Lesson 141 The allocation Functions, **VTC141FinitialLinitial** Lesson 142 Handling Memory Allocation, **VTC142FinitialLinitial** Lesson 143 Declarations & Definitions, **VTC143FinitialLinitial Learning 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, **VTC150FinitialLinitial Learning 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, **VTC158FinitialLinitial Learning 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, **VTC162FinitialLinitial Learning 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, **VTC167FinitialLinitial Learning 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, **VTC170FinitialLinitial Learning 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** |