

CIS 115 - Introduction to Computing Science (Fall 2016)
Schedule (as of 8/10/2016)

Date	Lecture	Topic / Blog Article	Reading (Before Class)	Activity
8/23/16	1	What is Computing Science?	<none>	Get a CIS Account!
8/25/16	2	Teams, Projects, and Success	Syllabus & Assignments	Team Resume
8/30/16	3	Early Computing Machines	POTS 1 - Nuts and Bolts	Visual Programming Intro
9/1/16	4	Bits and Boolean Algebra	POTS 2 - Universal Building Blocks	Loops & Conditionals
9/5/16	Blog 1	Personal Introduction		
9/6/16	5	Programming	POTS 3 - Programming	1 - Loops & Conditionals
9/8/16	6	Universal Computers	POTS 4 - How Universal are Turing Machines?	Variables & Lists - Turing Machine
9/13/16	7	Algorithms	POTS 5 - Algorithms and Heuristics	2 - Sorting
9/15/16	8	Encoding Data	POTS 6 - Memory: Information and Secret Codes	Encoding Worksheet
9/19/16	Blog 2	Algorithms		
9/20/16	9	Architecture & Finite State Machines	POTS 7 - Speed: Parallel Computers	3 - Finite State Machine
9/22/16	10	Human Computer Interaction	POTS 8 - Computers that Learn and Adapt	<none>
9/27/16	11	History of the Internet	POTS 9 - Beyond Engineering	4 - Parallel Programming
9/29/16	12	High Performance Computing (Dr. Andresen)	TUBES 1 - The Map	Internet Discussion
10/3/16	Blog 3	Making Meaning - POTS		
10/4/16	13	How the Internet Works	TUBES 2 - A Network of Networks	Packet Switched Network
10/6/16	14	Web Programming 1	TUBES 3 - Only Connect	Web Programming
10/11/16	15	Web Programming 2	TUBES 4 - The Whole Internet	5 - Web Programming
10/13/16	16	Software Engineering	TUBES 5 - Cities of Light	<project work time>
10/14/2016		TOPIC RESEACH PROJECT DUE!		
10/17/16	Blog 4	TBD		
10/18/16	17	Topic Presentations 1	TUBES 6 - The Longest Tubes	<none>
10/20/16	18	Topic Presentations 2	TUBES 7 - Where Data Sleeps	<none>
10/25/16	19	Topic Presentations 3	9ALG 1 - Introduction	<none>
10/27/16	20	Computer Graphics	9ALG 2 - Search Engine Indexing	Drawing & Moving in Scratch
10/31/16	Blog 5	Making Meaning - TUBES		
11/1/16	21	Searching & Information Retrieval	9ALG 3 - PageRank	Page Rank
11/3/16	22	Cryptography	9ALG 4 - Public Key Cryptography	6 - Cryptography
11/8/16	23	Video Games (Nathan Bean)	9ALG 5 - Error Correcting Codes	Video Game Sample
11/10/16	24	Artificial Intelligence	9ALG 6 - Pattern Recognition	7 - Mars Rover
11/11/16		WIKI ARTICLE DRAFT DUE!		
11/14/16	Blog 6	TBD		
11/15/16	25	Compression & Error Correcting	9ALG 7 - Data Compression	Compression Worksheet
11/17/16	26	Informatics & Big Data (Dr. Hsu)	9ALG 8 - Databases	8 - Video Game
11/21 - 11/25		Fall Break - No Class!		
11/29/16	27	Cybersecurity	9ALG 9 - Digital Signatures	Cybersecurity Demo
12/1/16	28	Computability (Dr. Schmidt)	9ALG 10 - What is Computable	<none>
12/2/16		WIKI ARTICLE DUE!		
12/5/16	Blog 7	Making Meaning - 9ALG		
12/6/16	29	Industry Panel	9ALG 11 - Conclusion	<none>
12/8/16	30	The Future	<none>	<none>
12/12/16	Blog 8	Where do I go from Here?		