

Monday	Wednesday	Friday
	Aug. 23 Organization and Logistics Safety and Ethics	Aug. 25 1-1 Session 1 Day 1
Aug. 28 1-2 Session 1 Day 2	Aug. 30 1-3 Session 1 Day 3	Sept. 1 1-4 Session 1 Day 4
Sept. 4 1-5 Session 1 Day 5	Sept. 6 1-6 Session 1 Day 6	Sept. 8 1-7 Session 1 Day 7
Sept. 12 1-8 Session 1 Day 8	Sept. 14 1-9 Session 1 Day 9	Sept. 15 2-1 Session 2 Day 1
Sept. 18 2-2 Session 2 Day 2	Sept. 20 2-3 Session 2 Day 3	Sept. 23 2-4 Session 2 Day 4
Sept. 25 2-5 Session 2 Day 5	Sept. 27 2-6 Session 2 Day 6	Sept. 29 2-7 Session 2 Day 7
Oct. 2 2-8 Session 2 Day 8	Oct. 4 2-9 Session 2 Day 9	Oct. 6 3-1 Session 3 Day 1
Oct. 9 Fall Break	Oct. 11 3-2 Session 3 Day 2	Oct. 13 3-3 Session 3 Day 3
Oct. 16 3-4 Session 3 Day 4	Oct. 18 Group meeting Harlaxton/Gen Ed	Oct. 20 3-5 Session 3 Day 5
Oct. 23 3-6 Session 3 Day 6	Oct. 25 Group meeting Harlaxton/Gen Ed	Oct. 27 3-7 Session 3 Day 7
Oct. 30 3-8 Session 3 Day 8	Nov. 1 3-9 Session 3 Day 9	Nov. 3 4-1 Session 4 Day 1
Nov. 6 4-2 Session 4 Day 7	Nov. 8 4-3 Session 4 Day 7	Nov. 10 4-4 Session 4 Day 4 (Last day to withdraw with W)
Nov. 13 4-5 Session 4 Day 5	Nov. 15 Group meeting Career Services	Nov. 17 4-6 Session 4 Day 6
Nov. 20 4-7 Session 4 Day 7	Nov. 22 Thanksgiving Break	Nov. 24 Thanksgiving Break
Nov. 27 4-8 Session 4 Day 8	Nov. 29 4-9 Session 4 Day 9	Dec. 1 Show and Tell prep
Dec. 4 Show and Tell Poster Presentation	Dec. 6 Reading/Study Day	

Engr/CS 101

	C# Dr. Blandford
Day 1	Introduction and Overview <ul style="list-style-type: none"> • C, C++, and C# • Compilation and interpretation • Visual Studio
Day 2	Project 1 – Web Browser <ul style="list-style-type: none"> • event driven programming • the web browser component
Day 3	Project 2 – Picture Review <ul style="list-style-type: none"> • viewing jpg and bmp images • picture box component
Day 4	Project 3 – Pick up sticks <ul style="list-style-type: none"> • fundamental graphics • random numbers
Day 5	Project 4 - Plots <ul style="list-style-type: none"> • plotting math functions • colors and shapes
Day 6	Introduction to MatLab <ul style="list-style-type: none"> • MatLab as a calculator • Plots and arrays
Day 7	Project 1 – mFiles <ul style="list-style-type: none"> • MatLab programs • Plots in programs • Intro to the frequency domain
Day 8	Project 2 – Wav files <ul style="list-style-type: none"> • reading and writing wav files • frequency plots
Day 9	Project 2 – Wav files <ul style="list-style-type: none"> • Echoes • Reversals and bits per sample

	Gameboy Dr. Hwang
	Development environment and basic drawing functions
	Variables and repetition constructs
	Selection constructs and user interaction
	User-defined functions
	Etch-a-Sketch project
	Etch-a-Sketch project
	Snake game project
	Snake game project
	Snake game project

	Beam robots Mr. Mitchell
	Introduction and Overview <ul style="list-style-type: none"> • Instrumentation • What is a Beambot
	Sensors and measurement <ul style="list-style-type: none"> • Solar cells and LEDs • capacitors • motors
	Construction and soldering <ul style="list-style-type: none"> • Free form • Pinouts and specifications
	A simple Beambot <ul style="list-style-type: none"> • LED blinker • Calculating on time
	A simple Beambot <ul style="list-style-type: none"> • modifying the blink rate
	A second Beambot <ul style="list-style-type: none"> • Adding a motor • calculating and measuring on time
	Beambot project
	Beambot project
	Beambot project

	Scribbler robots Dr. Richardson
	Introduction to the Scribbler robot. <ul style="list-style-type: none"> • Graphical programming
	Text Programming. <ul style="list-style-type: none"> • Introduction to PBASIC: variables, I/O, arithmetic. • Controlling the robot's LEDs
	Controlling robot motion. <ul style="list-style-type: none"> • PBASIC loops. • Robotic music.
	Object avoidance. <ul style="list-style-type: none"> • PBASIC decision structures.
	PBASIC functions.
	Programming the robot to follow a line.
	Sensing light with the robot.
	Hacking the robot. <ul style="list-style-type: none"> • Adding sensors.
	Robotics Competition.