

Week of	Tuesday Lecture Topic	Due on Thursday	Reading		
			LG	HC Vol. I	HC Vol. II
Tues 1/15	Introduction, UML, Composite Pattern in Swing, Orthogonality and Layout Managers	Audio UI Design	Preface Ch. 1-3	Ch. 5-6	
Tues 1/22	Model/View/Controller Separation <i>Lab Session: Managing CVS Projects in Eclipse</i>	Audio UI View	Ch. 5	Ch. 7-9	
Tues 1/29	Adapters and Inner Classes, Controllers Exception Handling	Audio UI Controllers	Ch. 4	Ch. 11	
Tues 2/5	Orthogonality in Design: Streams and Files, Parsing, Persistence	Audio File Management	Ch. 7-8	Ch. 12	
Tues 2/12	Collections, Generics, Iterators, Visitors, and Comparators	Basic Game Design	Ch. 6	Ch. 13	Ch. 2
Tues 2/19	Threads and Concurrent Computation	Basic Game Impl.	Ch. 9		pp. 1-48
Tues 2/26	Data Abstractions for Concurrency	GUI design for editors	Ch. 10		pp. 48-84
Tues 3/4	<b>Midterm Exam (in class)</b>	Class Hierarchy Design and Specifications			
3/10-3/16	<i>Spring Break</i>				
Tues 3/18	Advanced UI Gestures, Drag and Drop	Model Implementation and Junit tests	Ch. 11		Ch. 6-7
Tues 3/25	Network Communication	Screen and Rule Editors	Ch. 12		Ch. 3
Tues 4/1	Multithreaded Client/Server Design	Demo of Integrated Programmable Game	Ch. 13		Ch. 8
Tues 4/8	Remote Method Invocation	Protocol Design	Ch. 14		Ch. 5
Tues 4/15	Design Patterns	Remote Collaboration	Ch. 15		Ch. 9
Tues 4/22	Student Presentations	Design Notebook			
Tues 5/6	<b>Final Exam 6:00-8:00pm</b>				