Class Syllabus

This is a draft of the approximate topics that will be covered in each lecture. This is likely to change as the quarter progresses, but it will give you a rough sense of what to expect.

	Monday	Wednesday
Week 1		**January 11, 2006** Course Information A Crash Course in C++
Week 2	**January 16, 2006** MLK Day – No Classes	**January 18, 2006** Input Basics Why Bother with OOP? C++ Classes Assignment 1: textr
Week 3	**January 23, 2006** Object Creation and Destruction Software Testing	**January 25, 2006** Pimp Your Objects Test Driven Development Assignment 1 Due Assignment 2: PVR
Week 4	**January 30, 2006** Method Overloading Templates I / STL I Design Patterns I	**February 1, 2006** Inheritance I Build Systems

Week 5	**February 6, 2006** Inheritance II Coding Style	**February 8, 2006** Operator Overloading I Engineering Methodologies
Week 6	**February 13, 2006** Operator Overloading II Design Patterns II Assignment 2 Due	**February 15, 2006** Midterm (in class)
Week 7	**February 20, 2006** Presidents' Day – No Classes	**February 22, 2006** C++ I/O XML and SOAP Assignment 3: cant
Week 8	**February 27, 2006** Templates II Cross-Platform Development	**March 1, 2006** STL II Internationalization Assignment 3 Due Assignment 4: Problem Set
Week 9	**March 6, 2006** STL III Efficiency and Profiling	**March 8, 2006** Error Handling
Dead Week	**March 13, 2006** C++ Coding Patterns	**March 15, 2006** Software Engineering Career Paths Evaluating C++ Assignment 4 Due