Dates	Week	Monday	Tuesday	Wednesday	Thursday	Friday
6/18 - 6/22	1	intro, println read 1.1-1.3 assign Song		static methods, types, expressions read 1.4-1.5, 2.1		variables, for loops, nested loops read 2.2-2.3
6/25 - 6/29	2	nested loops cont, scope, class constants read 2.4-2.5 assign Rocket	Song due	parameters read 3.1		more parameters, graphics read supplement 3G
7/2 - 7/6	3	return, Math, casting read 3.2, 2.1-2.2 assign Illusion	Rocket due	Fourth of July		interactive programs, if/else read 3.3-3.5, 4.1
7/9 - 7/13	4	more if/else, cumulative algorithms read 4.1-4.5 assign Grades	Illusion due	strings, char read 3.3, 4.3-4.5		fencepost loops, while loops, sentinel loops, assertions read 5.1-5.2, 5.5
7/16 - 7/20	5	boolean, random read 4.4, 5.1, 5.3 assign Guessing Game	Grades due	boolean cont, midterm review read 5.5	midterm review	midterm
7/23 - 7/27	6	file input read 6.1-6.2 assign Baby Names	Guessing Game due	file input cont. read 6.3		array basics, reference semantics read 7.1-7.3
7/30 - 8/3	7	array tallying read 4.3, 7.6 assign Personality Test	Baby Names due	file output, classes and objects read 6.4-6.5, 8.1-8.2		encapsulation, inheritance, extend, override, super read 8.3-8.4, 9.1-9.2
8/6 - 8/10	8	interacting with superclass read 9.2-9.3 assign Critters	Personality Test due	static methods, static fields		ArrayList read 10.1
8/13 - 8/17	9	final review	Critters due	critter tournament, course evals	final	final