

CompSci111/111G Lecture Schedule 2020 Summer School

Week 1 (6th January – 10th January)

- Lecture 1: Introduction, course overview, hardware, components of a computer system
- Lecture 2: bits, bytes, digital information
- Lecture 3: Software, licences, conventions
- Lecture 4: Introduction to networking and the Internet
- Lecture 5: Electronic communication
- Lecture 6: Publishing online using tools — blogs, wikis, file sharing

Week 2 (13th January – 17th January)

- Lecture 7: The World Wide Web, search engines, trusting information
- Lecture 8: Social and Legal Issues
- Lecture 9: Word processing, preferences, styles, references using RefWorks
- Lecture 10: Health and Technology
- Lecture 11: Spreadsheets
- Lecture 12: Spreadsheets

Week 3 (20th January – 24th January)

- Lecture 13: Vector graphics and digital images
- Lecture 14: Databases
- Lecture 15: Databases
- Lecture 16: Programming in Python — introduction, printing to output, variables
- Lecture 17: Programming in Python — loops and conditions
- Lecture 18: Programming in Python — turtle graphics

Week 4 (27th January – 31st January)

Monday 27th January is a public holiday (Auckland Anniversary Day)

No lectures or labs on Monday, Tuesday or Wednesday this week

Test held on Wednesday 29th January from 11:30am – 12:30pm in F&PAA

- Lecture 19: LaTeX
- Lecture 20: LaTeX

Week 5 (3rd February – 7th February)

- Lecture 21: Electronic Presentation, Web Design, HTML5 basics
- Lecture 22: HTML5
- Lecture 23: CSS
- Lecture 24: History of Computing

Thursday 6th February is a public holiday (Waitangi Day)

- Lecture 25: Artificial Intelligence (AI)

Week 6 (10th February – 12th February)

- Lecture 26: Digital Games Part 1
- Lecture 27: Digital Games Part 2
- Lecture 28: Exam overview and revision – Last lecture ☺