

Module 1 - Activity Checklist

Done	Title	Description	Activity
	Module 1 - Activity Checklist	PDF Document	This document is a downloadable version of the list you are currently reading.
	Module 1 - Learning Objectives	Canvas Assignment	Read the list of objectives to get a better understanding of what you will accomplish in this module.
	Module 1 - Assigned Reading	Reading assignment	Reading from your textbook: <i>How to Think Like a Computer Scientist - C Version. Chapter 1: The way of the Program. Pages 1 - 11</i>
	Content Quiz 1-1: Getting started with C	Canvas Quiz	Take this quiz to verify the completion and basic understanding of the assigned reading materials.
	Module 1 - Lecture Slides	PDF Document	Study the slides to gain a deeper understanding of the key concepts covered in this module.
	Exercise 1-1: Development Environment Set Up	Canvas Assignment	Complete the activity and submit a small working program. The activity is designed to provide hands-on practice on key concepts covered in this module. In this activity, you will configure the working environment that you will use throughout the semester.
	Exercise 1-2: Introduce Yourself	Canvas Discussion	Introduce yourself to the class by answering a few questions in the course discussion board.
	Exercise 1-3: Development Environment Practice	Canvas Assignment	Complete the activity and submit a Zip file containing a small working program and a PDF file. The activity is designed to provide additional practice editing, compiling and running C programs in the development environment.
	Review Quiz 1-1: Getting started with C	Canvas Quiz	Take this quiz to make sure that you understand key concepts covered in this module.