

Fall 2020 CS101 Tentative Schedule	
Week	Course Content
Aug 24	Course Introduction, Computer Science
Aug 31	Fractals
Sep 7	Bioinformatics
Sep 14	Machine Learning
Sep 21	Networks
Sep 28	OpenGL: Graphics and 3D
Oct 5	OpenGL: More on Graphics and 3D
Oct 12	Presentations 1
Oct 19	Presentations 2
Oct 26	Presentations 3
Nov 2	Presentations 4
Nov 9	Presentations 5
Nov 16	Course Conclusion, presentation overflow
Nov 23	Thanksgiving Break
Nov 30	No regular lecture, technical assignment due
Dec 7	No regular lecture, book report due
Dec 14	No class (Final's Week)