

**CSE 1322 – Theory Reading Schedule
for Java & C#**

Name of Textbook: **Fundamentals of Computer Programming with C#**

Module Name	Topic Name	Chapter #	Pages
Module 1	Review	Chapter 1 Chapter 2 Chapter 3 Chapter 4 Chapter 5 Chapter 6 Chapter 7 Chapter 9 Chapter 11 Chapter 14	Review all content
Module 2	Classes – Static methods Vectors	Chapter 14 Chapter 16	Pages 604 - 610 Pages 642 – 663
Module 3	Inheritance Abstract Classes Interface	Chapter 20	Inheritance: 809 – 823 Interfaces: 825 - 830 Polymorphism: 830, 836 Abstract Classes: 830 -836
Module 4	Recursion	Chapter 10	Pages 351 - 378
Module 5	Exceptions	Chapter 12	

Module 6	File IO	Chapter 15	
Module 7	Threads		
Module 8	Dynamic Data	Chapter 17 Chapter 19	
Module 9	Graphics	Tutorial	https://tinyurl.com/y3zdhscl

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Name of Textbook: **Java, Java, Java – Morelli & Wade**

Module Name	Topic Name	Chapter #	Pages
Module 1	Review	Chapter 2 Chapter 3 Chapter 9	Review all content
Module 2	Classes – Static methods Vectors	Chapter 2 Chapter 5 Chapter 9 Chapter 16	OOP: 69-75 Methods: 102-109 Arrays: 394-403 Sorting: 406-412 (optional: if students need the review) Searching: 414-415 (optional: if students need the review)

Module 3	Inheritance Abstract Classes Interface	Chapter 0 Chapter 3 Chapter 8	Inheritance/Polymorphism: 16-18, 136-137, 338-347 Super: 346 Abstract classes: 348-351, 357-363 Interfaces: 351-353, 363-371
Module 4	Recursion	Chapter 12	Pages 545 - 568
Module 5		Exceptions	
Module 6		File IO	
Module 7		Threads	
Module 8		Dynamic Data	
Module 9	GUI	Chapter 4	Graphical User Interface: 160 - 176