

# Planning inf4all in cursusjaar 2022-2023 v1.1

| Week # | Datum    | # | 10.00 - 13.00 uur                | # | 13.30 - 16.30 uur                     | Opmerkingen      |
|--------|----------|---|----------------------------------|---|---------------------------------------|------------------|
|        |          |   |                                  |   |                                       | Zomervakantie    |
| 35     | 02-09-22 | 1 | Basis OO-programmeren            | 1 | Grondslagen                           | Start semester 1 |
| 36     | 09-09-22 |   |                                  | 1 | Media, User Experience en Game Design |                  |
| 37     | 16-09-22 | 2 | Basis OO-programmeren            | 2 | Grondslagen                           |                  |
| 38     | 23-09-22 |   |                                  | 2 | Media, User Experience en Game Design |                  |
| 39     | 30-09-22 | 3 | Basis OO-programmeren            | 3 | Grondslagen                           |                  |
| 40     | 07-10-22 |   |                                  | 3 | Media, User Experience en Game Design |                  |
| 41     | 14-10-22 | 4 | Basis OO-programmeren            | 4 | Grondslagen                           |                  |
| 42     | 21-10-22 |   |                                  | 4 | Media, User Experience en Game Design |                  |
| 43     | 28-10-22 | 5 | Basis OO-programmeren            | 5 | Grondslagen                           |                  |
| 44     | 04-11-22 |   |                                  | 5 | Media, User Experience en Game Design |                  |
| 45     | 11-11-22 | 6 | Basis OO-programmeren            | 6 | Grondslagen                           |                  |
| 46     | 18-11-22 |   |                                  | 6 | Media, User Experience en Game Design |                  |
| 47     | 25-11-22 | 7 | Basis OO-programmeren            | 7 | Grondslagen                           |                  |
| 48     | 02-12-22 |   |                                  | 7 | Media, User Experience en Game Design |                  |
| 49     | 09-12-22 | 8 | Basis OO-programmeren            | 8 | Grondslagen                           |                  |
| 50     | 16-12-22 |   |                                  | 8 | Media, User Experience en Game Design |                  |
| 51     | 23-12-22 | 9 | Basis OO-programmeren            | 9 | Grondslagen                           |                  |
| 52     | 30-12-22 |   |                                  |   |                                       | Kerstvakantie    |
| 1      | 06-01-23 |   |                                  |   |                                       | Kerstvakantie    |
| 2      | 13-01-23 |   |                                  | 9 | Media, User Experience en Game Design |                  |
| 3      | 20-01-23 | T | Tentamen Basis OO-programmeren   | T | Tentamen Grondslagen                  |                  |
| 4      | 27-01-23 |   |                                  | T | Tentamen MUE & GD                     |                  |
| 5      | 03-02-23 | 1 | Kunstmatige Intelligentie        | 1 | Algoritmiek                           | Start semester 2 |
| 6      | 10-02-23 | 1 | Alternatieve programmeermodellen | 1 | Internet of Things*1                  |                  |
| 7      | 17-02-23 | 2 | Kunstmatige Intelligentie        | 2 | Algoritmiek                           |                  |
| 8      | 24-02-23 | 2 | Alternatieve programmeermodellen | 2 | Internet of Things*1                  |                  |

|    |          |                                             |                                             |                   |
|----|----------|---------------------------------------------|---------------------------------------------|-------------------|
| 9  | 03-03-23 | 3 Kunstmatige Intelligentie                 | 3 Algoritmiek                               |                   |
| 10 | 10-03-23 | 3 Alternatieve programmeermodellen          | 3 Internet of Things* <sup>1</sup>          |                   |
| 11 | 17-03-23 | 4 Kunstmatige Intelligentie                 | 4 Algoritmiek                               |                   |
| 12 | 24-03-23 | 4 Alternatieve programmeermodellen          | 4 Internet of Things* <sup>1</sup>          |                   |
| 13 | 31-03-23 | 5 Kunstmatige Intelligentie                 | 5 Algoritmiek                               |                   |
| 14 | 07-04-23 |                                             |                                             | Goede vrijdag     |
| 15 | 14-04-23 | 5 Alternatieve programmeermodellen          | 5 Internet of Things* <sup>1</sup>          |                   |
| 16 | 21-04-23 | 6 Kunstmatige Intelligentie                 | 6 Algoritmiek                               |                   |
| 17 | 28-04-23 | 6 Alternatieve programmeermodellen          | 6 Internet of Things* <sup>1</sup>          |                   |
| 18 | 05-05-23 | 7 Kunstmatige Intelligentie                 | 7 Algoritmiek                               |                   |
| 19 | 12-05-23 | 7 Alternatieve programmeermodellen          | 7 Internet of Things* <sup>1</sup>          |                   |
| 20 | 19-05-23 |                                             |                                             | Dag na hemelvaart |
| 21 | 26-05-23 | 8 Kunstmatige Intelligentie                 | 8 Algoritmiek                               |                   |
| 22 | 02-06-23 | 8 Alternatieve programmeermodellen          | 8 Internet of Things* <sup>1</sup>          |                   |
| 23 | 09-06-23 | 9 Kunstmatige Intelligentie                 | 9 Algoritmiek                               |                   |
| 24 | 16-06-23 | 9 Alternatieve programmeermodellen          | 9 Internet of Things* <sup>1</sup>          |                   |
| 25 | 23-06-23 |                                             |                                             |                   |
| 26 | 30-06-23 | T Tentamen Kunstmatige Intelligentie        | T Tentamen Algoritmiek                      |                   |
| 27 | 07-07-23 | T Tentamen Alternatieve programmeermodellen | T Tentamen Internet of Things* <sup>1</sup> |                   |
| 28 | 14-07-23 |                                             |                                             | Zomervakantie     |

\*<sup>1</sup> De vakken "Netwerken & Internet Security" en "Internet of Things" worden om het jaar aangeboden. Dit jaar is Internet of Things aan de beurt.