CATALOG INFORMATION

Dept and Nbr: CS 10A  Title: INTRO TO PROGRAMMING
Full Title: Introduction to Programming Concepts and Methodologies
Last Reviewed: 2/8/2021

Catalog Description:
Specification, design, implementation, testing, debugging, maintenance, and documentation of computer programs. Topics include algorithms, languages, software engineering, control structures, functions, and arrays. Numerous programs are written in C++. Intended for the absolute beginner, both computer science majors and those seeking a general introduction to computer programming.

Prerequisites/Corequisites:

Recommended Preparation:
Eligibility for ENGL 1A or equivalent or appropriate placement based on AB705 mandates

Limits on Enrollment:

Schedule of Classes Information:
Description: Specification, design, implementation, testing, debugging, maintenance, and documentation of computer programs. Topics include algorithms, languages, software engineering, control structures, functions, and arrays. Numerous programs are written in C++. Intended for the absolute beginner, both computer science majors and those seeking a general
introduction to computer programming. (Grade or P/NP)
Prerequisites/Corequisites:
Recommended: Eligibility for ENGL 1A or equivalent or appropriate placement based on
AB705 mandates
Limits on Enrollment:
Transfer Credit: CSU; UC.
Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

<table>
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<tr>
<th>AS Degree:</th>
<th>Area</th>
<th>Effective:</th>
<th>Inactive:</th>
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<tbody>
<tr>
<td>CSU GE:</td>
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<td>CSU Transfer:</td>
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<td>UC Transfer:</td>
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CID:
CID Descriptor: COMP 122 Programming Concepts and Methodology I
SRJC Equivalent Course(s): CS10A OR CS10B
CID Descriptor: COMP 112 Introduction to Programming Concepts and Methodologies
SRJC Equivalent Course(s): CS10A

Certificate/Major Applicable:
Both Certificate and Major Applicable

COURSE CONTENT

Student Learning Outcomes:
At the conclusion of this course, the student should be able to:
1. Describe the principles of structured programming and be able to describe, design, implement, and test structured programs using currently accepted methodology.
2. Explain what an algorithm is and its importance in computer programming.

Objectives:
At the conclusion of this course, the student should be able to:
1. Create correct and efficient algorithms.
2. Describe the software-development life cycle.
3. Employ the basic elements of the C++ language.
4. Implement algorithms using C++ flow-control constructs.
5. Write descriptive and helpful program documentation.
6. Implement algorithms using arrays.

Topics and Scope:

I. Software Life-Cycle
   A. Design
   B. Development
   C. Styles
   D. Documentation
All topics are covered in both the lecture and lab parts of the course.

**Assignment:**

Lecture-Related Assignments:
1. Read approximately 30 pages per week
2. Complete 2-8 examinations including final exam

Lab-Related Assignments:
1. Complete 10-15 programming assignments, with documentation, using the C++ programming language

**Methods of Evaluation/Basis of Grade:**

**Writing:** Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

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<th>Written program documentation</th>
<th>Writing</th>
<th>10 - 20%</th>
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**Problem Solving:** Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

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<tr>
<th>Programming assignments</th>
<th>Problem solving</th>
<th>20 - 60%</th>
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**Skill Demonstrations:** All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

| None | Skill Demonstrations 0 - 0% |

**Exams:** All forms of formal testing, other than skill performance exams.

| Exams, Final Exam: (Multiple choice, true/false, matching items, completion, programming problems) | Exams 20 - 60% |

**Other:** Includes any assessment tools that do not logically fit into the above categories.

| None | Other Category 0 - 0% |

**Representative Textbooks and Materials:**
Starting Out with C++ From Control Structures through Objects. 9th ed. Gaddis, Tony. Pearson. 2017