

CS 10A Course Outline as of Fall 2025**CATALOG INFORMATION**

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

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	4.00	Lecture Scheduled	3.00	17.5	Lecture Scheduled	52.50
Minimum	4.00	Lab Scheduled	3.00	6	Lab Scheduled	52.50
		Contact DHR	0		Contact DHR	0
		Contact Total	6.00		Contact Total	105.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 105.00

Total Student Learning Hours: 210.00

Title 5 Category: AA Degree Applicable

Grading: Grade or P/NP

Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly: CS 10

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 C1000 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 C1000 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:

AS Degree:	Area	Effective:	Inactive:
CSU GE:	Transfer Area	Effective:	Inactive:

IGETC:	Transfer Area	Effective:	Inactive:
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CSU Transfer: Transferable	Effective:	Spring 1989	Inactive:
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UC Transfer: Transferable	Effective:	Spring 1989	Inactive:
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CID:

CID Descriptor:COMP 122	Programming Concepts and Methodology I
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SRJC Equivalent Course(s):	CS10A OR CS10B
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CID Descriptor:COMP 112	Introduction to Programming Concepts and Methodologies
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SRJC Equivalent Course(s):	CS10A
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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

- E. Testing
- F. Maintenance
- II. Procedural Versus Objected Oriented Programming - Survey of Current Languages
- III. Program Design Tools and Programming Environments
- IV. Documentation
- V. Coding Conventions
- VI. Data Types, Variables, Expressions, Sequential Processing
- VII. Arrays
 - A. Declaring and allocating arrays
 - B. Multiple-subscripted arrays
- VIII. Control Structure
 - A. Selective structures: if and switch
 - B. Repetitive structures: loops
- IX. Algorithms
 - A. Simple Sorting
 - B. Searching
- X. File I/O
 - A. Files and streams
 - B. Sequential access files
- XI. Error Handling
- XII. Passing Parameters by Value and by Reference
- XIII. Principles of Testing and Designing Test Data

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.

Written program documentation

Writing 10 - 20%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Programming assignments

Problem solving 20 - 60%

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.

Participation and attendance

Other Category
0 - 10%

Representative Textbooks and Materials:

Starting Out with C++ From Control Structures through Objects. 9th ed. Gaddis, Tony. Pearson. 2017