

Language Programming Syllabus

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Classroom: 2219

School: 484-0091 ext. 2219

Welcome to Language Programming! I look forward to getting to know each of you and working with you to figure out how to get computers to start doing what you want them to do. This will involve not only learning how to write simple computer programs, but also learning a bit about how and why computers do what they do. We might even have some fun along the way

Course Goals

Design, program, and debug computer applications to accomplish various tasks. Learn important concepts of computer programming.

Course Description:

Students will learn the fundamentals of programming by using console applications. They will become familiar with the coding process and structure it takes to make a program. They will be learning to use procedure breakdown, external files, formatting, and much more. This is an important skill to have for any future work; and for the field of computer science.

Homework Policies:

I will not assign any homework, unless I need to for some unforeseen reason.

In-Class Work

Most of the assignments for this class will be individual effort, although I may include a few team tasks. Each assignment will have a rubric, which I will use to determine your score.

For the final assignment, you will be able to design and program an application of your own choosing (within reason, of course).

I expect each of you to begin working on your programs as soon as you get to class and to work diligently until class is over. Each of you will earn a participation grade--worth about the same as a major assignment--based on how well you are able to use your in-class time wisely.

Quizzes:

Quizzes, if given, will primarily cover the basics of programming, although other concepts may be included as well. Each quiz will be announced at least a day before it is scheduled to be taken.