



Division:	Business	Area:	Computer Information Systems
Course Number:	CIS 132	Course Name:	Introduction to Computer Programming
Prerequisite:	None		
Corequisite:	None		
Hours Required:	Class: 30	Lab:	Credits: 2

Course Description/Purpose

This course provides an introduction to computer programming design and the coding of computer programs. Students will design solutions to computer problems using pseudocode, flowchart symbols and structure charts. These solutions will then be coded, executed and debugged.

Major Units

- Structure Techniques
- Flowchart Symbols
- Data Types
- Input/Output
- Assignment Statement
- Selection Structure
- Repetition Structure
- Functions
- Hierarchy Charts

Educational/Course Outcomes

Student learning will be assessed by a variety of methods, including, but not limited to, quizzes and tests, journals, essays, papers, projects, laboratory/clinical exercises and examinations, presentations, simulations, portfolios, homework assignments, and instructor observations.

Cognitive Each student will be expected to *Identify/Recognize...*

- the basic components of a computer
- why programmers draw flowcharts
- the flowchart symbols
- structured programming structures
- the program development environment
- fundamental data types
- the types of errors that occur during processing
- the precedence of arithmetic operations
- counter and sentinel-controlled repetition
- modular program development
- mechanisms for passing information between functions
- definitions from a list of glossary terms

Performance Each student will be expected to *Demonstrate/Practice...*

- drawing flowcharts using standard flowchart symbols
- writing computer programs
- using input and output statements
- using assignment statements
- using decision statements
- using repetition statements
- drawing hierarchy charts
- using functions in the standard library
- writing functions

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