<table>
<tr><td>Program / Semester</td><td colspan="2">Computer Systems Technology / Semester 1 Updated: 2/09/21</td></tr>
<tr><td>Course:</td><td colspan="2">COSC 180 – Introduction to Programming</td></tr>
<tr><td rowspan="2">Contact Information</td><td>Instructor</td><td>Program Head</td></tr>
<tr><td>• Alex Wang, M.Sc.
• Room 328
• wangxi@saskpolytech.ca</td><td>• Heath Armbruster
• 343 (Regina Campus)
• 306-775-7511
• heath.armbruster@saskpolytech.ca</td></tr>
<tr><td>Important Dates</td><td colspan="2">• Course dates: Sept 30 to
• Midterm exams: Week of October 4th and week of November 22nd
• Final exam: Week of December 13th</td></tr>
<tr><td>Additional Information</td><td colspan="2"></td></tr>
</table>

Note: *This document is intended to be a guide for students to balance their workload across multiple courses. Dates and times may be subject to change.*

Course Schedule:	Week 1	Learning Outcome 1 - Explain programming terminology Learning Outcome 2 - Create a program using tools and styling conventions.
	Week 2	Learning Outcome 3 - Elementary Programming Learning Outcome 4 – Use a Debugging Tool
	Week 3	Learning Outcome 5 – Write Programs that utilize Strings and Mathematical libraries **Assignment 1 Given out**
	Week 4	Learning Outcome 6 – Create a program that uses operators and decision statements. **Assignment 1 Due**
	Week 5	Learning Outcome 7 – Create a program using repetition structures. **Assignment 2 given**
	Week 6	Learning Outcome 8 – Create programs using methods **Midterm #1**
	Week 7	Learning Outcome 8 – Create Programs using methods **Assignment 2 due**
	Week 8	Learning Outcome 9 -Use Arrays to manage collections of primitive values or object References
	Week 9	Learning Outcome 9 – Use Arrays to manage collections of primitive values or object
	Week 10	Learning Outcome 10 –Create a program using objects and object oriented techniques. **Assignment 3 given**
	Week 11	Learning Outcome 10 –Create a program using objects and object oriented techniques.

	Week 12	Learning Outcome 13 – Create a program using objects and object oriented techniques **Assignment 3 due**
	Week 13	Learning Outcome 11 -Design reusable classes through inheritance and interfaces. **Midterm #2** **Assignment 4 given**
	Week 14	Learning Outcome 11 -Design reusable classes through inheritance and interfaces.
	Week 15	Learning Outcome 11 -Design reusable classes through inheritance and interfaces. **Assignment 4 due**
	Week 16	**Final Exam**.