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

***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.*

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| **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**. |
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