Grade 12 Computer Studies Curriculum Expectations

Specific Expectations

1. A3.5 create algorithms to process elements in two-dimensional arrays (e.g., multiply each element by a constant, interchange elements, multiply matrices, process pixels in an image) (Procedural)
2. A4.3 create fully documented program code according to industry standards (e.g., doc comments, docstrings, block comments, line comments) (Conditional)
3. A2.2 use modular design concepts that support reusable code (e.g., encapsulation, inheritance, method overloading, method overriding, polymorphism) (Conditional)
4. B1.2 develop the software product according to the project plan (i.e., ensure that the software meets end user needs, functions as intended, and can be produced within quality standards, budget, and timelines) (Conditional)

Learning Outcomes

- Students should be able to create a functional and complete program within the time allotted, involving basic algorithms related to two-dimensional arrays (Product)
- Students are expected to be able to effectively explain how their code works using in-line comments and docstrings (Conversation)
- Their program should be reusable and can be easily expanded upon (i.e., you only need to create one new class to add the feature) (Product)