ACT111L, BCS111L, BIT111L Intro to Computing Course Orientation

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Introduction to Computing

Credit: 3 Units (2 Units Lecture; 1 Unit Lab)

Contact Hrs: 5 Hours (2 Hours Lecture; 3 Hours Lab)

Course Description:

This course is an introduction to computer systems that covers discussion on computer basics, evaluating expressions, number systems and its conversions. The course also covers algorithm and basic flowcharting in preparatory for computer programming subjects.

Course Outcomes:

 Identify the concepts, terminologies, and components of computing data.

Create an algorithms and flowchart for computing solutions

 Develop an application using No Code Development platform

COMPUTING HISTORY

- Computers and Networks
- Computers Affecting Society
- Technological Revolutions
- Early Calculating Machines
- Pioneers of Computing

CONTROLLING THE COMPUTER

- Assembly and Machine Language
- Compilers and Translators
- Programming Languages
- Operating Systems

EVALUATING EXPRESSIONS

- Arithmetic Operators
- Hierarchy of operations
- Parenthesis
- Algebraic Translation

LEARNING MS-DOS BASICS

- View the contents of a directory
- Change from one directory to another
- Create and delete directories
- Change from one drive to another
- Copy files
- Rename files
- Delete files
- Format Drive

COMPUTING NUMBER SYSTEMS

- a) Number System Conversion
- Binary to Decimal
- Binary to Hexadecimal
- Binary to Octal
- b) Number System Operations

ALGORITHMS AND FLOWCHARTING

- Writing Algorithms
- Flowcharting Guidelines
- Flowcharting Symbols
- Writing effective flowcharts

INTRODUCTION TO PROGRAMMING CONCEPTS

- Writing source code
- Understanding compiled and interpreted languages
- Requesting input
- Working with numbers, characters, strings, and operators
- Writing conditional code
- Making the code modular
- Writing loops

SCRATCH PROGRAMMING

- Introduce Scratch resources and examples
- Exploring and evaluating Scratch examples
- and comparing Scratch with other programming tools
- Structure and Logic of Scratch
- Incorporating Animation, Multimedia and Interactive
- Elements into a Scratch project.
- Animation, Multimedia and Interactive Elements

GOOGLE APPSHEET 101

Introduction to AppSheet

- Appsheet Overview
- Getting Started
- Leveraging Data
- Defining the User Experience of Your App
- Publishing Your App
- Course Review

Grading System:

- → 20% Major Project
- → 30% Written Exams M|F
- → 15% Laboratory Activities
- → 30% Quizzes
- → 5% Attendance

CRITERIA FOR GRADING

| COURSE | ASSESSMENTS | WEIGHT | | MINIMUM |
|----------|------------------------------|---------------|-------------|---------------------------|
| | | Midterm (40%) | Final (60%) | PASSING PERCENTAGE |
| CO1 | CO1 - Quizzes | 20% | | 6/10 = 60% |
| CO1 | CO1-Video Output | 30% | | 50% +1 of the Total Score |
| CO1 | CO1 Programming Activity | 20% | | 50pts / 100 pts = 51% |
| CO1 | Midterm Assessment Exam | 30% | | 60% |
| CO2 | CO2 - Quizzes | | 10% | 60% |
| CO2 | CO2- Flowcharting Activities | | 10% | 50% |
| CO3 | CO3 - Quizzes | | 10% | 60% |
| CO3 | CO3-Programming Activities | | 10% | 50% |
| CO3 | Project Presentation | | 30% | 50% |
| CO3, CO4 | Final Assessment Exam | | 30% | 60% |
| | TOTAL | 100% | 100% | |

| GRADING SCALE | | | |
|----------------|--------------|--|--|
| Numeric Rating | Equiv. Grade | | |
| 99% to 100% | 1.0 | | |
| 96% to 98% | 1.25 | | |
| 90% to 92% | 1.75 | | |
| 87% to 89% | 2.0 | | |
| 84% to 86% | 2.25 | | |
| 81% to 83% | 2.5 | | |
| 78% to 80% | 2.75 | | |
| 75% to 78% | 3.0 | | |
| < 75% | 5.0 | | |
| Dropped | DRP | | |

References:

- Computing Essentials
 - > By: O'Leary, T.
- Basic Computer concepts
 - By:Wells, D.
- Using Information Technology
 - By:Williams, B.
- Programming Logic Formulation
 - By: Farrel, J.

Requirements:

- UNC Gmail Account
- GDrive
- Self Confidence
- Friends

Learning Facilitators:

>MR. ROBERT M. ROBLES JR., MCGA

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>MRS. AGNES T. REYES, MIS

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Preferred Educational partner for Metacrafters

OUR FIRST PROJECT PROJ

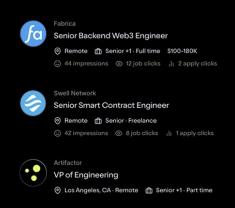
Where developers learn, earn and land their next และครับครับ

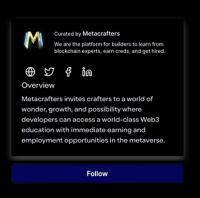
METACRAFTERS



Partnership with UNC

In Nov-Dec 2022, Metacrafters launched its partnership with iPeople Universities. Students enrolled advanced Metacrafters courses can earn course credits towards graduation and \$125 dollars towards future tuition payments paid directly to the university.









- 1. Ipeople + Metacrafters partnership kicked off with live event
- 2. Metacrafters Laptop Giveaway for UNC

What is the Metacrafters experience?

2 COURSE BUNDLE

JS PROOF: Beginner:

Javascript 15 hours

ETH PROOF: Beginner:

Solidity Beginners course 16 hours

Upon course completion you will receive

- 2,200 PHP towards Tuition Credit
- Academic Credit for course completion

Freshman Earning while Learning Program



JAVASCRIPT



METACRAFIERS