**Exposure Computer Science,**

**2021 Edition**

for **Computer Science 1**

(Regular CS1 and CS1-Honors)

**Table of Contents: Chapters I – XVIII**

|  |  |  |
| --- | --- | --- |
| I Introduction to Computer Science | | |
| Section#  1.1  1.2  1.3  1.4  1.5  1.6  1.7  1.8  1.9  1.10 | Learning the Exposure Way . . . . . . . . . . . .  Exposure Equation . . . . . . . . . . . . . . .  Getting Started . . . . . . . . . . . . . . . . .  How Do Computers Work? . . . . . . . . . . . .  Communicating with Morse Code . . . . . . . . . .  Storing Data Electronically with 1s and 0s . . . . . . .  Memory and Secondary Storage . . . . . . . . . . .  Hardware and Software . . . . . . . . . . . . . .  What Is Programming? . . . . . . . . . . . . . .  Networking . . . . . . . . . . . . . . . . . . | Page#  1.02  1.04  1.07  1.08  1.09  1.11  1.14  1.17  1.19  1.24 |
| II Installing Python and jGRASP | | |
| 2.1  2.2  2.3 | Desktops, Laptops, iPads and Chromebooks . . . . . .  Basic Terminology and Computer Practices . . . . . .  Installing the Necessary Software for this Class . . . . . | 2.02  2.03  2.08 |
| III Introduction to Python Coding | | |
| 3.1  3.2  3.3  3.4  3.5  3.6  3.7 | Introduction . . . . . . . . . . . . . . . . . .  Using jGRASP for Python . . . . . . . . . . . . .  Text Output With print . . . . . . . . . . . . . .  Program Comments . . . . . . . . . . . . . . .  Syntax Errors . . . . . . . . . . . . . . . . .  This Issue with Quotes . . . . . . . . . . . . . .  The Responsible Use of Computers . . . . . . . . . | 3.02  3.03  3.14  3.23  3.28  3.35  3.43 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| IV Simple Data Types | | | | |
| 4.1  4.2  4.3  4.4  4.5  4.6  4.7  4.8  4.9  4.10 | | Introduction . . . . . . . . . . . . . . . . . .  Arithmetic Operators . . . . . . . . . . . . . . .  Numeric Data Types . . . . . . . . . . . . . . .  Non-Numeric Data Types . . . . . . . . . . . . .  Shortcuts . . . . . . . . . . . . . . . . . . .  Swapping Variable Values . . . . . . . . . . . . .  Documenting Your Programs . . . . . . . . . . . .  More Compile Errors . . . . . . . . . . . . . . .  Other Types of Errors . . . . . . . . . . . . . .  Output Programs, Slides, Exercises & Quizzes . . . . . | | 4.02  4.02  4.13  4.24  4.36  4.43  4.48  4.52  4.56  4.61 |
| V Introduction to Turtle Graphics | | | | |
| 5.1  5.2  5.3  5.4  5.5  5.6  5.7 | | Introduction . . . . . . . . . . . . . . . . . .  Importing Libraries and Turtle Graphics Setup . . . . . .  Drawing by Moving and Turning the Turtle . . . . . . .  Drawing Thick or Solid Images . . . . . . . . . . .  Adding Color . . . . . . . . . . . . . . . . . .  Lifting the Pen . . . . . . . . . . . . . . . . .  Clearing the Window . . . . . . . . . . . . . . . | | 5.02  5.02  5.06  5.13  5.17  5.20  5.25 |
| VI More Python Libraries | | | | |
| 6.1  6.2  6.3  6.4  6.5  6.6  6.7  6.8  6.9  6.10 | Introduction . . . . . . . . . . . . . . . . . .  Library Components . . . . . . . . . . . . . . .  math Library Functions . . . . . . . . . . . . . .  Introduction to Graphics without the Turtle . . . . . . .  Drawing Simple Shapes . . . . . . . . . . . . . .  Drawing Polygons . . . . . . . . . . . . . . . .  Fill Procedures and Colors . . . . . . . . . . . . .  Graphics Library Reference Information . . . . . . . .  Displaying Graphics Text . . . . . . . . . . . . .  Review: Functions vs. Procedures . . . . . . . . . . | | 6.02  6.02  6.04  6.24  6.30  6.44  6.50  6.67  6.68  6.77 | |

|  |  |  |  |
| --- | --- | --- | --- |
| VII Keyboard Input and Selection Control Structures | | | |
| 7.1  7.2  7.3  7.4  7.5  7.6  7.7  7.8  7.9  7.10 | Keyboard Input . . . . . . . . . . . . . . . . .  Introduction to Control Structures . . . . . . . . . .  Types of Control Structures . . . . . . . . . . . .  Relational Operators . . . . . . . . . . . . . . .  One-Way Selection . . . . . . . . . . . . . . .  Two-Way Selection . . . . . . . . . . . . . . .  Multi-Way Selection . . . . . . . . . . . . . . .  Nested Selection . . . . . . . . . . . . . . . .  Combining Selection with Graphics . . . . . . . . .  Formatting Numerical Output . . . . . . . . . . . . | | 7.02  7.12  7.13  7.18  7.20  7.24  7.28  7.37  7.42  7.45 |
| VIII Repetition Control Structures and Random Numbers | | | |
| 8.1  8.2  8.3  8.4  8.5  8.6  8.7  8.8  8.9 | Introduction . . . . . . . . . . . . . . . . . .  Fixed Repetition . . . . . . . . . . . . . . . .  Conditional Repetition . . . . . . . . . . . . . .  Nested Control Structures . . . . . . . . . . . . .  Using Repetition with Turtle Graphics . . . . . . . . .  Using Repetition with Traditional Graphics . . . . . . .  Creating Custom Colors . . . . . . . . . . . . . .  Creating Random Numbers . . . . . . . . . . . .  Using Random Numbers with Graphics . . . . . . . . | | 8.02  8.03  8.14  8.19  8.33  8.36  8.44  8.51  8.57 |
| IX Modular Programming | | | |
| 9.1  9.2  9.3  9.4  9.5  9.6  9.7  9.8  9.9  9.10  9.11 | | Introduction . . . . . . . . . . . . . . . . . .  What is Modular Programming? . . . . . . . . . . .  Creating Simple Procedures . . . . . . . . . . . .  Graphics Programs with Procedures . . . . . . . . .  Creating Your Own Libraries . . . . . . . . . . . .  Creating a Big Graphics Program Step-By-Step . . . . .  Procedures with a Single Argument & Parameter . . . . .  Procedures with Multiple Arguments & Parameters . . . .  Functions with a Single Argument & Parameter . . . . .  Functions with Multiple Arguments & Parameters . . . .  Creating Subroutines from Other Subroutines . . . . . . | 9.02  9.03  9.04  9.13  9.31  9.43  9.53  9.58  9.66  9.70  9.75 |

|  |  |  |
| --- | --- | --- |
| X Advanced Subroutines (Honors Only) | | |
| 10.1  10.2  10.3  10.4  10.5  10.6  10.7 | Introduction . . . . . . . . . . . . . . . . . .  Returning Multiple Values . . . . . . . . . . . . .  Introduction to Program Design . . . . . . . . . . .  Shadowing . . . . . . . . . . . . . . . . . .  Flexible Subroutines . . . . . . . . . . . . . . .  Keyword Argument Passing . . . . . . . . . . . .  Introduction to Recursion . . . . . . . . . . . . . | 10.02  10.03  10.09  10.29  10.37  10.46  10.51 |
| XI Boolean Logic | | |
| 11.1  11.2  11.3  11.4  11.5  11.6  11.7  11.8  11.9 | Introduction . . . . . . . . . . . . . . . . . .  What is a Boolean Statement . . . . . . . . . . . .  Boolean Operators . . . . . . . . . . . . . . . .  Venn Diagrams and Boolean Algebra . . . . . . . . .  Boolean Values and Variables . . . . . . . . . . .  Compound Conditions . . . . . . . . . . . . . .  Ranges. . . . . . . . . . . . . . . . . . . .  Input Protection . . . . . . . . . . . . . . . . .  *Logic* Errors . . . . . . . . . . . . . . . . . . | 11.02  11.03  11.04  11.06  11.11  11.17  11.23  11.28  11.35 |
| XII Bitwise Operations and Number Systems (Honors Only) | | |
| 12.1  12.2  12.3  12.4  12.5  12.6 | Introduction . . . . . . . . . . . . . . . . . .  Another Look at Boolean Operators . . . . . . . . .  Bitwise Operations . . . . . . . . . . . . . . .  Counting in Other Number Systems . . . . . . . . .  Converting Base-10 Numbers to Other Bases . . . . . .  Converting Numbers in Other Bases to Base-10 . . . . . | 12.02  12.02  12.09  12.24  12.30  12.34 |
| XIII The Array Data Structure | | |
| 13.1  13.2  13.3  13.4  13.5  13.6 | Introduction to Data Structures. . . . . . . . . . . .  Array Syntax . . . . . . . . . . . . . . . . . .  Array Commands . . . . . . . . . . . . . . . .  Random Arrays . . . . . . . . . . . . . . . . .  Matrixes . . . . . . . . . . . . . . . . . . .  The for..each Loop . . . . . . . . . . . . . . . . | 13.02  13.07  13.26  13.49  13.41  13.53 |

|  |  |  |
| --- | --- | --- |
| XIV String Processing | | |
| 14.1  14.2  14.3  14.4  14.5 | Introduction . . . . . . . . . . . . . . . . . .  String Operators . . . . . . . . . . . . . . . .  String Commands . . . . . . . . . . . . . . . .  More String Commands . . . . . . . . . . . . . .  Common Errors with Strings . . . . . . . . . . . . | 14.02  14.04  14.15  14.20  14.42 |
| XV Advanced Collections and Concepts (Honors Only) | | |
| 15.1  15.2  15.3  15.4  15.5  15.6  15.7 | Introduction . . . . . . . . . . . . . . . . . .  Dictionaries . . . . . . . . . . . . . . . . . .  Strings vs. Lists vs. Tuples . . . . . . . . . . . . .  Matrixes and Cubes . . . . . . . . . . . . . . .  List Comprehension . . . . . . . . . . . . . . .  Generators . . . . . . . . . . . . . . . . . .  Advanced Slicing . . . . . . . . . . . . . . . . | 15.02  15.03  15.17  15.28  15.52  15.55  15.65 |
| XVI Algorithms and More Loops (Honors Only) | | |
| 16.1  16.2  16.3  16.4  16.5  16.6  16.7  16.8  16.9 | More Loops . . . . . . . . . . . . . . . . . .  Introduction to Algorithms . . . . . . . . . . . . .  Using a Seed with Random Numbers . . . . . . . . .  Building and Displaying Arrays . . . . . . . . . . .  The Linear Search . . . . . . . . . . . . . . . .  The Bubble Sort . . . . . . . . . . . . . . . .  The Selection Sort . . . . . . . . . . . . . . . .  Understanding the Binary Search . . . . . . . . . .  The 5 Steps of Program Development . . . . . . . . . | 16.02  16.09  16.15  16.18  16.19  16.37  16.51  16.57  16.62 |
| XVII Sequential Text Files | | |
| 17.1  17.2  17.3  17.4  17.5  17.6  17.7  17.8 | Introduction . . . . . . . . . . . . . . . . . .  Different Types of Files . . . . . . . . . . . . . .  Writing To and Reading From Text Files . . . . . . . .  Files of Numbers . . . . . . . . . . . . . . . .  Files of Multiple Data Types . . . . . . . . . . . .  Reading & Writing Simultaneously . . . . . . . . . .  Appending an Existing File . . . . . . . . . . . . .  Using Text File Data in Graphics Programs . . . . . . . | 17.02  17.04  17.07  17.22  17.29  17.33  17.35  17.37 |
| XVIII More Graphics: Events and Computer Animation | | |
| 18.1  18.2  18.3  18.4  18.5  18.6  18.7 | Introduction . . . . . . . . . . . . . . . . . .  Mouse Events. . . . . . . . . . . . . . . . . .  Creating Simple Paint Program Tools . . . . . . . . .  Creating Clickable Areas . . . . . . . . . . . . .  Key Events. . . . . . . . . . . . . . . . . . .  Computer Animation . . . . . . . . . . . . . . .  The Last Word . . . . . . . . . . . . . . . . . | 18.02  18.02  18.19  18.22  18.30  18.45  18.76 |