# **IT 145 Course Infographic Text Version**

## Course Description

This course is an introduction to designing and writing programs in Java. It emphasizes programming as a problem-solving technique in business and engineering applications. You’ll learn to write computer code in a logical, structured, and organized manner, as well as learn key concepts in object-oriented programming. You’ll learn to write, review, and document interactive applications. This is a lab-intense programming course that will give you hands-on experience with programming in an integrated development environment.

## Competency Projects

The course goals are communicated through three competency statements instead of through course outcomes. Competencies represent the knowledge and skills relevant to your field. Additionally, there is not a single final project like you may have seen in other courses. Instead, there are two **smaller** projects tied to the competencies. Still, the amount of material covered, the level of difficulty, and the workload expectations are all typical of a 100-level course.

### Project One (Module Four submission)

Create a class and design a method for the Pet BAG application.

In this project, you will demonstrate your mastery of the following competency:

* Write programs by applying concepts and principles of object-oriented programming

### Project Two (Module Seven submission)

Create a class and implement methods for a multiple-class application for Grazioso Salvare.

In this project, you will demonstrate your mastery of the following competencies:

* Implement appropriate language constructs for an object-oriented programming language
* Write programs using object-oriented conventions in accordance with industry standard best practices