

LIGHT Programming Course

Learn to program by writing games!

Course Objectives

- ◆ Writing a program, compiling into executable code, running it
- ◆ Deciding program requirements, design, implementation, testing
- ◆ Having fun creating, designing, and building games other people can enjoy!

Cost and Requirements

- ◆ This course is offered free of charge
- ◆ Students must have a laptop for class labs and homework – not a Chromebook or handheld device (suitable for programming)
- ◆ A book is required, approximately \$10 to \$20

Course Information (tentative)

- ◆ First day – Friday, September 2, 2016
- ◆ Meetings – Fridays from 8:00 a.m. to 9:00 a.m., location TBA
- ◆ **ENROLLMENT – Email to enroll: ccc31807@yahoo.com**

Instructor

- ◆ Charles Carter, M.S in Applied Computer Science, M.S. In Software Engineering
- ◆ Phone – 706-662-6351 (cell phone, please be considerate)
- ◆ Email – ccc31807@yahoo.com (preferred contact)

Course Outcomes

How to program	Software development cycle	Designing a program
Testing a program	Program structures	Data types
Variables	Data structures	Logic
Artificial intelligence	Domain specific languages	Computer memory
Programming paradigms	Interprocess communication	Input, output

Further Information

<http://www.LightProgramming.org/>

<https://github.com/ccc31807/lisp-course>