

Course Outline 2020 - 2021

Course:	COSC 600 - Introduction to Programming I
Course Description:	In Introduction to Programming I, you will learn concepts used in programming. You will create programs that use variables, allow for user input and output, and provide opportunities for simple decision strategies. You will also learn how to work with different variable types and how to debug programs. In addition, you will create and use strategies that involve repetition (looping) in your programs. You will create methods and work with elementary data. This course leads directly into the second course COSC 601 - Introduction to Programming II.
Pre Requisites:	• N/A
Co Requisites:	• N/A
Course Hours:	45 hours
Credit Units:	3.0 credits
Student Assessment:	Assignments/labs (25%), 1 Midterm (35%), Final (40%)
Grade/Passing Grade:	• 50%
PLAR Method:	Evidence and Structured Interview
Learning Resources:	Liang, Y. Daniel. <i>Introduction to Java Programming: Comprehensive Version</i> . 12 th ed. Prentice Hall, 2020.
Learning Outcomes:	 Explain programming terminology. Develop a Java Program using Java Tools and Styling Conventions Perform elementary programming. Use a debugging tool. Create a program that uses strings and mathematical library routines. Create a program that uses operators and decision statements. Create a program using repetition structures. Create a program using methods. Troubleshoot a defective program.
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Date:	January 2021
Approved by Program Head: Date:	Ron New January 2021
Approved by Academic Chair: Date:	Bill Walsh January 2021

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