COURSE TITLE: Introduction to Computer Programming
COURSE NUMBER: COP 2000

COURSE DESCRIPTION (with prerequisites):
A beginning course in computer programming, with an emphasis on the problem-solving process, problem analysis, design decisions, and creative algorithm development. Topics will include organization and structure of computer programs; interface design techniques; algorithm design and development; a survey of programming paradigms; syntax and semantics of specific statements in one or more representative computer languages.

Prerequisite: Must be eligible to enroll in MAC 1105 or higher mathematics course. The prerequisite may be waived by consent of department for students with previous appropriate coursework or work experience. Contact the course instructor for details.

NAME(S) OF INSTRUCTORS:
Nancy Burns

EFFECTIVE ACADEMIC YEAR:
2011-12

REQUIRED TEXTBOOKS AND INSTRUCTIONAL SUPPLIES:

GRADING POLICY:
The standing of a student in each course is expressed by one of the following letters and corresponding grading system:
A – 90 – 100
B – 80 – 89
C – 70 – 79
D – 60 – 69
F – 59 or less
The Chipola Catalog provides policies and procedures regarding the grading system. A student’s Grade Point Average is derived from the grading system/quality point scale.

ATTENDANCE AND WITHDRAWAL POLICIES:
Chipola College expects regular attendance of all students. Students who are absent from classes for any reason other than official college activities must satisfy the instructor concerned that the absence was due to illness or other clearly unavoidable
reasons. Otherwise, the student may suffer grade loss at the discretion of the instructor. Chipola policy allows each instructor to specify in the Instructor First Day Handout whether or not an absence is excusable and what affect the absence or tardy may have on the grade.

A student is allowed to repeat a course a maximum of three (3) times. **On the third attempt a student (1) must bear the full cost of instruction (unless waived by Student Services), (2) cannot withdraw, and (3) must receive a grade.**

**MAKE-UP POLICY:**
Chipola allows each instructor to specify in the Instructor First Day Handout the makeup policy.

**ACADEMIC HONOR CODE POLICY:**
Students are expected to uphold the Academic Honor Code. Chipola College’s Honor Code is based on the premise that each student has the responsibility to (1) uphold the highest standards of academic honesty in his/her own work; (2) refuse to tolerate academic dishonesty in the college community; and (3) foster a high sense of honor and social responsibility on the part of students. Further information regarding the Academic Honor Code may be found in the Chipola Catalog, Student Governance section.

**STUDENTS WITH DISABILITIES POLICY:**
Chipola College is committed to making all programs and facilities accessible to anyone with a disability. Chipola’s goal is for students to obtain maximum benefit from their educational experience and to effectively transition into the college environment. Students with disabilities are requested to voluntarily contact the Office of Students with Disabilities to complete the intake process and determine their eligibility for reasonable accommodations.

**LIBRARY AND ON-LINE REFERENCE MATERIALS:**
The library is a comprehensive learning resource center providing information in print, electronic, and multimedia format to support the educational objectives of the College. On-line catalogs, e-books and electronic databases can be accessed by using the LINCCWeb icon on the Chipola Library website at www.chipola.edu/library. If you have questions about database usage consult the “How to Use the Chipola Databases” on the Library website or call the Library at 850/718-2274 during regular hours. Library hours are posted each semester at the building entrance and on the Library website. See your Instructor First Day Handout for individual instructor recommendations and resources.

**TECHNOLOGY RESOURCES:**
The Information Technology Center, located in the library, is equipped with computer workstations. Lab hours are posted each semester at the building entrance and on the Library website. The ACE Lab, located in Building L, is available for tutoring and is equipped with computer workstations. Lab hours are posted each semester at the room entrance. The college’s learning management system is Desire 2 Learn (d2l). Classes
become available on d2l on the first day of the semester. It is the student’s responsibility to log onto the d2l system the first day of class to establish the first day of attendance and to check announcements. For further information, contact your instructor or the Director of Online Learning.

**ELECTRONIC DEVICE USAGE:**
All electronic devices such as cell phones, beepers, pagers, and related devices are to be silenced prior to entering classrooms and/or laboratories to avoid disruption. Should it become necessary for a student to leave his/her “device” on to send or receive an emergency call and/or text message, the student must inform the instructor prior to class. If the student finds it necessary to send and/or receive an emergency call and/or text message during class/lab time, he/she is instructed to take all books and belongings and step outside the classroom to deal with the situation. To minimize classroom disruption and the distraction to classmates, the student will not be permitted to reenter the classroom during that class period. Any time a test is being administered, all such devices must be turned off and put away. If a device is seen or heard during an exam, a score of zero will be given for that exam. Initial and repeated infractions may result in disciplinary action.

**DISCIPLINE SPECIFIC COMPETENCIES / LEARNING OUTCOMES:**

**Associate in Science degree in Computer Information Technology Learning Outcomes**
C-1 Understand, install, configure, and use computer and network hardware and software [1.0, 2.0, 3.0, 4.0]
C-2 Perform technical support, systems monitoring and troubleshooting activities for computer and network hardware and software [5.0, 6.0, 7.0]
C-3 Understand the structure, organization, and navigation of the Internet and develop a well-designed Web site [4.0]
C-4 Perform systems analysis activities and develop programs using a current programming language [2.0, 10.0]
C-5 Demonstrate general computing workplace competencies, including employability skills, customer service skills, and user training skills [8.0, 9.0, 11.0, 12.0, 13.0]
C-6 Communicate effectively in oral and written form, exhibit college level computation and problem-solving skills, and interact appropriately with people of other cultures or backgrounds [Gen. Ed.]

**LINKING COURSE-LEVEL STUDENT LEARNING OUTCOMES WITH DISCIPLINE-SPECIFIC COMPETENCIES, ASSESSMENT METHODS, AND ARTIFACTS**

<table>
<thead>
<tr>
<th>COURSE-LEVEL STUDENT LEARNING OUTCOMES FOR COP 2000</th>
<th>DISCIPLINE-SPECIFIC COMPUTER INFORMATION TECHNOLOGY COMPETENCIES</th>
<th>ASSESSMENT METHODS FOR COURSE LEVEL STUDENT LEARNING OUTCOMES</th>
<th>LEARNING ARTIFACTS FOR AS PROGRAM ASSESSMENT</th>
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<tbody>
<tr>
<td>• Describe the process of program</td>
<td>C-4</td>
<td>T</td>
<td>T</td>
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<tr>
<td>Design and development using the imperative programming paradigm;</td>
<td>C-4</td>
<td>T</td>
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<tr>
<td>Explain how event-driven programming differs from structured programming;</td>
<td>C-4</td>
<td>T</td>
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<tr>
<td>Identify computer languages associated with major programming paradigms;</td>
<td>C-4</td>
<td>T</td>
<td>T</td>
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<td>List characteristics of object-oriented languages;</td>
<td>C-4</td>
<td>T</td>
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<td>Read algorithms in pseudocode and explain the details of algorithm operation in detail;</td>
<td>C-4</td>
<td>T, H</td>
<td>T</td>
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<td>Conduct desk-checks and walk-throughs;</td>
<td>C-4</td>
<td>T, H</td>
<td>T</td>
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<td>Replicate algorithms and processing techniques covered in the course;</td>
<td>C-2, C-4</td>
<td>T, H</td>
<td>T</td>
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<tr>
<td>Identify and correct logic errors in algorithms covered in the course;</td>
<td>C-2, C-4</td>
<td>T, H</td>
<td>T</td>
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<tr>
<td>Identify and correct syntax errors in programming statements covered in the course;</td>
<td>C-4</td>
<td>T, Proj.</td>
<td>T</td>
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<tr>
<td>Solve programming problems using the imperative programming paradigm;</td>
<td>C-4</td>
<td>T, Proj.</td>
<td>T</td>
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<tr>
<td>Recognize and use standard programming techniques correctly;</td>
<td>C-4</td>
<td>Proj.</td>
<td>Proj.</td>
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<td>Apply principles of good program and interface design.</td>
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<td>Use an integrated development environment (IDE) to create, save, test, modify, and print programs in a current programming language</td>
<td>C-1, C-2, C-4</td>
<td>T, Proj.</td>
<td>T</td>
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<tr>
<td>Locate pertinent web-based resources about program design, programming languages, and computer science</td>
<td>C-3</td>
<td>H</td>
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**MEANS OF ACCOMPLISHING STUDENT LEARNING OUTCOMES:**

1. Read and study assigned material from the text;
2. Complete practice exercises and daily assignments and submit in a timely manner;
3. Pursue independent study using resource materials available in the library (books, periodicals, videos), the Tech Center lab, online resources, and any other pertinent source;
4. Demonstrate your mastery of the required skills on quizzes, in-class projects, and exams.

**ASSIGNMENT AND/OR COURSE OUTLINE**

See your Instructor First Day Handout for individual instructor assignment schedule.