

Course Outline

COURSE: CSIS 10 **DIVISION:** 50 **ALSO LISTED AS:**

TERM EFFECTIVE: Fall 2022 **CURRICULUM APPROVAL DATE:** 12/13/2022

SHORT TITLE: BASIC PROGRAMMING

LONG TITLE: Introduction to Programming using BASIC

<u>Units</u>	<u>Number of Weeks</u>	<u>Type</u>	<u>Contact Hours/Week</u>	<u>Total Contact Hours</u>
3	18	Lecture:	3	54
		Lab:	0	0
		Other:	0	0
		Total:	3	54

COURSE DESCRIPTION:

This course is an introduction to programming using BASIC. This course has the option of a letter grade or pass/no pass. **ADVISORY:** CSIS 1 or CSIS 2 or equivalent experience.

PREREQUISITES:

COREQUISITES:

CREDIT STATUS: D - Credit - Degree Applicable

GRADING MODES

L - Standard Letter Grade

P - Pass/No Pass

REPEATABILITY: N - Course may not be repeated

SCHEDULE TYPES:

02 - Lecture and/or discussion

05 - Hybrid

72 - Dist. Ed Internet Delayed

STUDENT LEARNING OUTCOMES:

By the end of this course, a student should:

1. Design and implement a program that uses computation, simple I/O, standard conditional and iterative structures, and simple functions.
2. Test and debug a program that uses computation, simple I/O, standard conditional and iterative structures, and simple functions.

COURSE OBJECTIVES:

By the end of this course, a student should:

1. Identify fundamental programming concepts.
2. Choose appropriate primitive data types and data structures for a given problem.
3. Apply program control structures.
4. Choose appropriate test data, and use it to debug programs.

CONTENT, STUDENT PERFORMANCE OBJECTIVES, OUT-OF-CLASS ASSIGNMENTS

Curriculum Approval Date: 12/13/2022

6 Hours

Content: Program design. Compilers and interpreters. Using the IDE or other programming environment. Analysis of program requirements. Algorithms. Designing and modeling program structures. Modular design. How to enter and run a simple program in the programming environment.

8 Hours

Content: Programming concepts. Coding and documenting programs. Using variables and literals. Types. How to write and run simple programs using variables and literals.

8 Hours

Content: Expressions. Operators and Operations. How to write, debug and run programs that use these concepts.

15 Hours

Content: Decision Logic. Looping. How to write, debug and run programs that use these concepts.

15 Hours

Content: Functions, Procedures, Sub-procedures, Passing Parameters. How to write, debug and run programs that use these concepts.

2 Hours

Final Exam

METHODS OF INSTRUCTION:

Lecture, computer demonstration, hands-on exercises and practice.

OUT OF CLASS ASSIGNMENTS:

Required Outside Hours 12

Assignment Description

HW: Read the chapter assignment. Enter and run a simple program in the programming environment.

Required Outside Hours 16

Assignment Description

HW: Read the chapter assignment. Write and run simple programs using variables and literals.

Required Outside Hours 16

Assignment Description

HW: Read the chapter assignment. Write, debug and run programs as assigned that use the following concepts: Expressions, Operators, and Operations.

Required Outside Hours 30

Assignment Description

HW: Read the chapter assignment. Write, debug and run programs as assigned that use the following concepts: Decision Logic and Looping.

Required Outside Hours 30

Assignment Description

HW: Read the chapter assignment. Write, debug, and run programs as assigned that use the following concepts: Functions, Procedures, Sub-procedures, Passing Parameters.

Required Outside Hours 4

Assignment Description

Study for exams.

METHODS OF EVALUATION:

Writing assignments

Evaluation Percent 0

Evaluation Description

0% - 0%

This is a degree-applicable course, but substantial writing assignments are NOT appropriate, because the course primarily:

Involves skill demonstrations or problem solving

Problem-solving assignments

Evaluation Percent 60

Evaluation Description

40% - 70%

Homework Problems;

Quizzes;

Exams

Skill demonstrations

Evaluation Percent 30

Evaluation Description

30% - 50%

Class Performance;

Performance Exams

Objective examinations

Evaluation Percent 10

Evaluation Description

10% - 40%

Multiple Choice;

True/False;

Matching Items;

Completion

REPRESENTATIVE TEXTBOOKS:

Gaddis, T. & Irvine, K. Starting Out with Visual Basic, 8th Edition. Pearson, 2020. Or other appropriate college level text.

Reading level of text, Grade: 12+ Verified by: MS Word

ISBN: 9780135205143

Gary Haggard, Introduction to Programming in Visual BASIC 6.0, Open Access Textbook.

OTHER REQUIRED MATERIALS:

Quasney, QBasic Fundamentals and Style with an Introduction to Microsoft Visual Basic, Gavilan College custom edition

ARTICULATION and CERTIFICATE INFORMATION

Associate Degree:

CSU GE:

IGETC:

CSU TRANSFER:

Transferable CSU, effective 200570

UC TRANSFER:

Transferable UC, effective 200570

SUPPLEMENTAL DATA:

Basic Skills: N

Classification: Y

Noncredit Category: Y

Cooperative Education:

Program Status: 1 Program Applicable

Special Class Status: N

CAN:

CAN Sequence:

CSU Crosswalk Course Department:

CSU Crosswalk Course Number:

Prior to College Level: Y

Non Credit Enhanced Funding: N

Funding Agency Code: Y

In-Service: N

Occupational Course: C

Maximum Hours:

Minimum Hours:

Course Control Number: CCC000555845

Sports/Physical Education Course: N

Taxonomy of Program: 070710