COMPUTER SCIENCE 102
GENERAL APPLICATIONS PROGRAMMING

BULLETIN INFORMATION
CSCE 102: General Applications Programming (3 credit hours)
Course Description:
Catalog description: Introduction to systematic computer problem-solving and programming for a variety of applications. Open to all majors.
Prerequisites: Two years of college preparatory mathematics or equivalent

SAMPLE COURSE OVERVIEW
TBA

ITEMIZED LEARNING OUTCOMES
Upon successful completion of Computer Science 102, students will be able to:
1. Demonstrate the ability to find a solution and write an algorithm when given an English description of a task to be accomplished (that is, a problem statement)
2. Demonstrate the ability write, execute, test, and debug computer programs in a high-level language
3. Demonstrate the ability to modify a computer program written in a high-level language
4. Demonstrate mastery and use of concepts and terminology related to computer programming and the web.

SAMPLE REQUIRED TEXTS/SUGGESTED READINGS/MATERIALS
1. Terry Felke-Morris, Basics of web design HTML5 & CSS, ISBN 978-0137003389 and Jeremy Keith with Jeffery Sambells, DOM Scripting, Web Design with JavaScript and the Document Object Model (2nd Edition), ISBN 978-1430233893

SAMPLE ASSIGNMENTS AND/OR EXAMS
1. 2 Tests and a Final exam
2. Lab
3. Quizzes/Homework
4. Project

SAMPLE COURSE OUTLINE WITH TIMELINE OF TOPICS, READINGS/ASSIGNMENTS, EXAMS/PROJECTS

Week 1: Introduction, web browsers, search engines, computer languages, algorithms, pseudo-code, logical flow, testing, creating a web page with a text editor, HTML5, structure, elements, paragraph, break, blockquote, lists (ordered,

unordered, description) phrase elements, block-level, special entity characters, testing, validation

Week 2:   Hyperlinks (absolute, relative), email hyperlinks, fragment identifiers, web graphics, using images, an image as a link, introduction to Cascading Style Sheets, syntax

Week 3:   CSS(inline/local, embedded, external), using color hexadecimal value representation, layout and design, classes, inheritance, id, contextual selectors, span, div, validation, transform-rotate, The Box Model, absolute/ relative positioning, magazine style layout, pseudo-classes, interactivity with CSS, creating image rollovers, writing JavaScript functions

Week 4:   CSS continued multiple background images on one page, icon in the URL box, customizing bullets. Computer languages, compilers/interpreters, errors syntax/logical, programming constructs (sequential, conditional, looping, go to, functions), logical flow, introduction to objects/methods, data representation, input data, test data, information, interactive web pages, introduction to JavaScript, W3C, using built in methods (alert/prompt/confirm)

Week 5:   Variables (declaring, naming, and values), data types, strings, number (integer, floating point) Boolean, arrays, strongly/weakly typed, assigning values to variables and properties, operations, concatenation, mathematical operations, interactive web page through user input, event handlers, changing the CSS properties on a web page after it has loaded, assigning values to CSS properties, using: this.style., getElementById().style., and document.body.style, debugging and testing

Week 6:   Test review, test 1

Week 7:   Return test, Problems requiring decisions, conditional flow, if/else, nesting if statements, complex conditions, and/or, to Upper/LowerCase()

Week 8:   Image rollovers in JavaScript, creating tables, data in tables as text or images, data in online tables accessible to the blind, configuring data into sections for a more informative display of information, using thumbnails, structural pseudo-classes

Week 9:   Writing code to create online forms to input data,text boxes, using the Math. methods, creating online specialized calculators, converting strings to floating point, parseFloat, formatting an input data form using a table, fieldset and legend, code for helping people with vision and mobility handicaps with input data forms, writing code for improved data input forms using CSS, testing data input forms, text form controls, server-side processing, the datalist element

(Firefox), create slider and spinner controls, date control /calendar date selection, creating check boxes

Week 10:   Review for test 2, test 2

Week 11:   Return test 2. Using loops, writing code to password protect (looping); for loops, do loops, do while loops

Week 12:   Using loops to create an online slideshow, coin flip problem, including audio and video in your web page

Week 13:   Creating radio buttons, creating a pull down menu, optimization for search engines, accessibility testing, usability testing

Week 14:   Exam Review