



CIS 120: Programming: Logic, Design and Implementation

This course teaches the fundamentals of programming logic, design and implementation. Students learn to think logically and design programs. Examples are implemented in several languages giving students an understanding of how languages work to implement the programmer's logic and design. Students with no programming background are strongly encouraged to take this course before pursuing other languages. Three class hours per week. Instructional Support Fee applies. Gen. Ed. Competencies Met: Critical Thinking and Information Literacy.

Course Student Learning Outcomes

1. Demonstrate the development of a basic appreciation of the logic and art of programming.
2. Choose logic development strategies and demonstrate the ability to analyze problems and create logical solutions using problem solving strategies, tools and techniques.
3. Construct the basic structure of a program including sequence, selection, repetition and modules and will be able to design and construct programs using these structures and using a variety of languages and tools.
4. Construct and manage module development using visual tools to design and construct examples of logic and processing and will evaluate the results.
5. Recognize a variety of methods for storing data as well as design and construct basic, effective data storage.
6. Design, construct and manage the start of a portfolio web site.
7. Understand and implement college success strategies.

Credits: 3

Program: Computer Information Systems