COMPUTER INFORMATION SYSTEMS 1400
Programming Logic and Technique

This is an information sheet only, not the course syllabus.

COURSE DESCRIPTION

Programming Logic and Technique is an introduction to computer-based problem-solving. Includes design tools such as structure charts, Input Processing Output charts (IPO), flowcharts, pseudocode and Object-Oriented Programming (OOP). Concepts such as documentation, structured design and modularity are emphasized. Actual programming experiences are assigned in a procedural level emphasizing structured design techniques. Prerequisite: Mathematics 0482 or 1115 with a grade of "C" or better, or equivalent or consent of instructor. *(4 credit hours)*

REQUIRED AND RECOMMENDED COURSE MATERIALS

Please follow the instructions below to locate information on the textbook and other materials for this course.

1. From COD home page, click on **myACCESS**.
2. Click on **Search for Credit Classes.**
3. From the **Term** drop-down box select the term.
4. Choose your course from the **Subjects** drop-down menu.
5. In the **Course #** field, enter your course number.
6. In the **Section** field, enter the course section number if known.
7. From the **Course Types** drop-down menu select **Internet/Online**.
8. Scroll to the bottom of the page and click on **SUBMIT.**
9. Click on the **Section Name and Title** link.
10. Click on **Click here for prices of required textbook(s) and supplies** and course material information will be displayed.

Alternatively, you can visit the COD Bookstore website to find this information.

COURSE OUTLINE

This course is divided into one online course introductory unit and eleven programming logic conceptual units as listed below. Each unit can consist of reading, online, hands on practice exercises, a submitted assignment, and an assessment. Refer to the syllabus for assignment and assessment due dates.

Units	Activity
0	Introduction
1	Computers and Programming
2	Simple Data Types and the Sequential Control Structure
3	Understanding Modules
4	Selection Control Structures
5	Repetition Logic Structure
6	Understanding Functions
7	Advanced Data Types
8	Data Files
9	Algorithms
10	Object Oriented Programming
11	GUI and Event Driven Programming

In addition, a group project that applies the concepts covered in this course to a team development environment must be completed for full course credit.

EVALUATION/GRADING

Points will be distributed in the following manner:

Assignments	500
Tests	400
Project	100
Total	1000

Final Grades will be assigned using the following scale:

Accumulated Points	Grade	Percentage
900 – 1000	A	>= 90
800 – 899.9	B	80 – 89
700 – 799.9	C	70 – 79
600 – 699.9	D	60 – 69
599.9 or lower	F	< 60

SATISFACTORY/FAIL OPTION

The S/F grade option is available to students in this course. Contact the instructor or refer to the syllabus for details and conditions.

INCOMPLETE GRADE POLICY

If you may find that you are unable to complete the course by the end of the semester for some unavoidable reason you may request an Incomplete grade. Contact the instructor or refer to the course syllabus for details.