

ORIGINAL COURSE IMPLEMENTATION DATE:

REVISED COURSE IMPLEMENTATION DATE:

September 2019

Fall 2003

March 2025

COURSE TO BE REVIEWED (six years after UEC approval):

Course outline form version: 05/18/2018

OFFICIAL UNDERGRADUATE COURSE OUTLINE FORM

Note: The University reserves the right to amend course outlines as needed without notice.

Course Code and Number: COMP 150	N	Number of Credits: 4 Course credit policy (105)				
Course Full Title: Introduction to Programmi Course Short Title: (Transcripts only display 30 characters. Depart	-	recommend a s	short title	if one is needed. If left b	lank, one will be assigned.)	
Faculty: Faculty of Professional Studies	С	Department (or program if no department): Computer Information Systems				
Calendar Description:				. ,		
An introduction to computer programming using a modern programming language. Students will cover fundamental concepts such as variables, data types, control structures, collections, recursion, and objects. Emphasis will be placed on clarity, style, and design throughout.						
Note: Competency in computer skills is require	ed. See CIS F	Required Skills	section o	n the CIS department w	ebsite for details.	
Note: Students with credit for COMP 152 can	not take this c	course for furth	er credit.			
Prerequisites (or NONE):	ollowing: (C or better in one of Pre-calculus 11, Foundations of Mathematics as of Mathematics 11, or MATH 085) or (one of Principles of Mathematics 12, of Mathematics 12, Pre-calculus 12, MATH 092, or MATH 094).					
Corequisites (if applicable, or NONE):	NONE					
Pre/corequisites (if applicable, or NONE):	NONE					
Antirequisite Courses (Cannot be taken for Former course code/number: Cross-listed with: Dual-listed with: Equivalent course(s): (If offered in the previous five years, antirequincluded in the calendar description as a note for the antirequisite course(s) cannot take this	isite course(s) that students	This course is offered with different topics: No Yes (If yes, topic will be recorded when Independent Study If offered as an Independent Study course, this course is with credit No Yes repeat(s) Yes no limit		ent topics: be recorded when offered.) udy course, this course may f yes, topic will be recorded.)		
Typical Structure of Instructional Hours		Tran		ransfer Credit ransfer credit already exists: (See bctransferguide.ca.)		
Lecture/seminar hours		45	□ No ☑ Yes			
Tutorials/workshops			Submit outline for (re)articulation: ☑ No ☐ Yes (If yes, fill in transfer credit form.)			
Supervised laboratory hours		15				
Experiential (field experience, practicum, internship, etc			Grading System			
Supervised online activities			_	er Grades	Credit	
Other contact hours:			Maximu	ım enrolment (for infor	mation only): 35	
	Total hours	60		ed Frequency of Cours		
Labs to be scheduled independent of lecture hours: No Yes Every semester (Every semester, Fall only, annually, etc.)						
Department / Program Head or Director: Talia Q				Date approved:	December 2028	
Faculty Council approval				Date approved:	December 7, 2018	
Dean/Associate VP: Dr. Tracy Ryder Glass				Date approved:	December 7, 2018	
Campus-Wide Consultation (CWC)				Date of posting:	February 22, 2019	
Undergraduate Education Committee (UEC) approval				Date of meeting:	March 1, 2019	

Learning Outcomes:

Upon successful completion of this course, students will be able to:

- Demonstrate an ability to write cohesive computer programs.
- Write well-documented and effective code.
- Use a programming language to write programs to solve a variety of problems using the following:
 - Conversion tables
 - o Storing and retrieving information from file storage
 - Sorting an array
 - Processing two dimensional tables
 - Processing matrices
 - Iteration
 - String manipulation
 - Array processing
 - Pointers
 - Iteration to calculate summations
 - Real and Integer mathematics
 - Choose from sets of outcomes

Prior	Learning	Assessment	and	Recognition	(PL	AR)

Typical Instructional Methods (Guest lecturers, presentations, online instruction, field trips, etc.; may vary at department's discretion.)

The course will be delivered in lecture-lab format, with numerous demonstrations and hands-on activities.

The lab portion gives students and the instructor the ability to view and interact with current projects.

NOTE: The following sections may vary by instructor. Please see course syllabus available from the instructor.

Typ	Typical Text(s) and Resource Materials (If more space is required, download Supplemental Texts and Resource Materials form.)							
	Author (surname, initials)	Title (article, book, journal, etc.)	Current ed.	Publisher	Year			
1.	Gaddis, T.	Starting Out With Java: From Control Structures Through Objects	\boxtimes	Pearson				
2.								
3.								
4.								
5.								

Required Additional Supplies and Materials (Software, hardware, tools, specialized clothing, etc.)

Typical Evaluation Methods and Weighting

Final exam:	35%	Assignments:	10%	Field experience:	%	Portfolio:	%
Midterm exam:	25%	Project:	%	Practicum:	%	Other:	%
Quizzes/tests:	15%	Lab work:	15%	Shop work:	%	Total:	100%

Details (if necessary):

Typical Course Content and Topics

- Variables
- Functions
- Introduction to pointers
- Introduction to numerical methods
- Logic and selection
- Repetition
- Containers
- Arrays
- Recursion
- Introduction to Objects