



COMPUTER PROGRAMMING

Course Number	EECE 152L
Course Name	COMPUTER PROGRAMMING
Credit Value (Breakdown of theory and lab credits)	3 credits, 2 Theory + 1 Lab
Catalog Course Description	This is an introductory programming class. No programming experience is assumed for students taking this course. Topics include problem solving, program design, implementation, testing and basic object-oriented concepts including classes, object, and encapsulation. (Fall and Spring) (3, 2T+1L)
Student Learning Outcomes/Objectives /Competencies of the Course	<ol style="list-style-type: none"> 1. Analyze and explain the behavior of simple programs involving the fundamental programming constructs. 2. Modify and expand short programs that use standard conditional and iterative control structures and functions. 3. Design, implement, test, and debug a program that uses each of the following fundamental programming constructs: basic computation, simple I/O, standard conditional and iterative structures, and the definition of functions. 4. Choose appropriate conditional and iteration constructs for a given programming task. 5. Apply the techniques of structured (functional) decomposition to break a program into smaller pieces. 6. Describe and utilize the mechanics of parameter passing; understand the issues associated with scoping. 7. Describe the concept of recursion, and utilize it for simple tasks.
College-Wide Student Learning Outcomes	<p>Information regarding which of the following college-wide objectives will be addressed in the course along with which assignment will be used to measure this outcome:</p> <ol style="list-style-type: none"> 1. Communication 2. Critical Thought