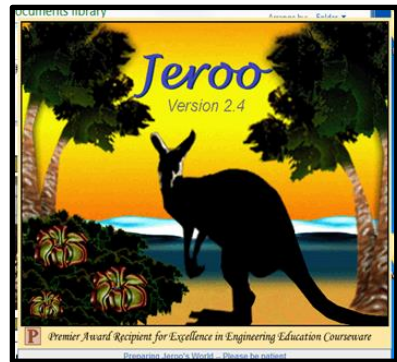
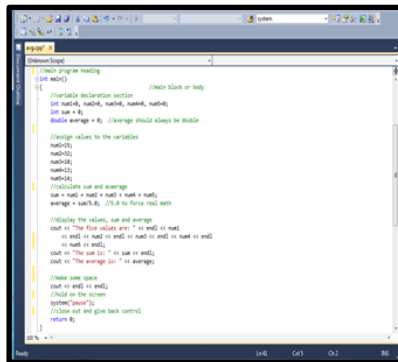
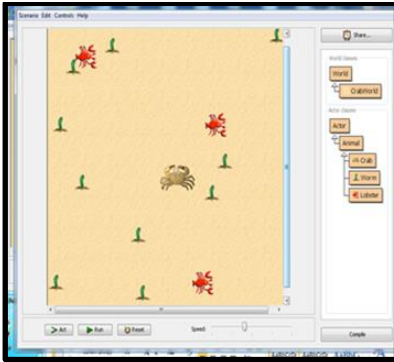


# Pre-Advanced Computer Programming I



**Prerequisite:** Principles of IT AND Algebra I AND Geometry or concurrent enroll  
**Course:** 1263CT      **Credits:** 1      **Length:** 18 weeks      **Placement:** 9-12

## Course Description

In this hands-on course environment, students will learn the fundamentals of computer science utilizing a high-level language such as C++ or Java. Students will learn programming methodologies, algorithm development, problem solving skills, and the ethical and social considerations for the appropriate use of computer software and hardware throughout the course. This is a fast-paced honors course where students will design and implement projects individually and with peer teams.

## Student Activities

Students will use the computer to create, test and evaluate programs and games. Students will do mostly hands-on activities to learn and use the design process, analyze problems and create programming algorithms, and make unique projects in a variety of graphical environments.

## What's next?

If you want to be a **Software Engineer, Game Developer, Computer Programmer, Web Developer, Mobile App Developer** then you should consider taking these courses...

- Computer Programming II
- AP Computer Science Principles
- Practicum in Information Technology
- Video Game Design I, II, III
- Web Technologies
- Visit Achieve Texas for more information on careers  
<http://www.achievetexas.org/Information.htm>

## Additional Considerations

Students must have successfully completed Algebra I and Geometry without modification.

## Organizations/After School/Competitions

- Computer Science Students Association
- Game Design Club
- Business Professionals of America
- Technology Students Association
- UIL Computer Science
- First FTC Robotics

