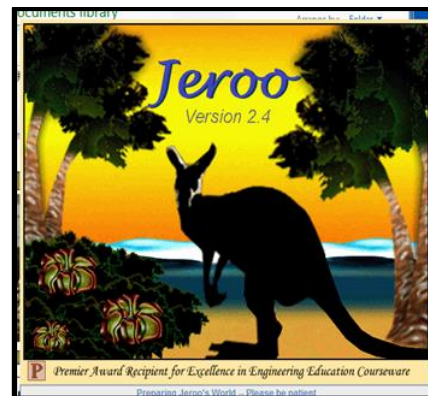
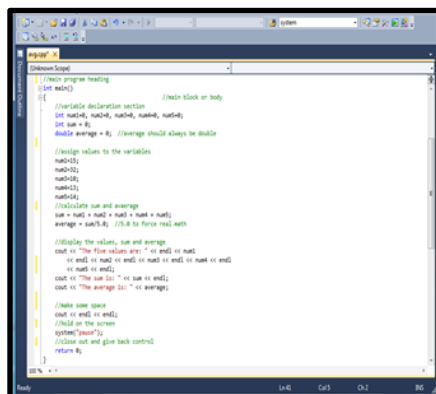
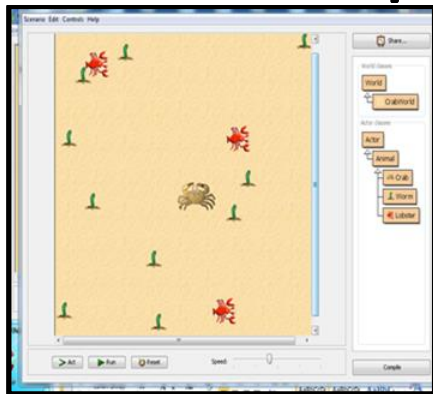


# Computer Programming I



**Prerequisite:** Principles of IT AND Geometry or concurrent enrollment

**Course:** 1260CT

**Credits:** 1

**Length:** 18 weeks

**Placement:** 9-12

## Course Description

In this hands-on course environment, students will learn the fundamentals of computer science and computer programming 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.

## 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 learn more about programming and careers in computer science then you should consider taking these courses:

- Computer Programming II
- AP Computer Science Principles
- Practicum in Information Technology
- Web Technologies
- Video Game Design I, II, III
- Visit Achieve Texas for more information on careers

<http://www.achievetexas.org/Information.htm>

## Organizations/After School/Competitions

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



## Additional Considerations

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