COMPUTER SCIENCE 110 OUTLINE, 2013-2014 K. MACDONALD

This course serves as an introductory course in computer programming using Visual Basic Express 2010 and GameMaker 8.1 (Yo Yo Games) that should prepare students to take further programming courses in high school, university, or community college and to make an informed career choice in this area. (They are both free to download) Students will learn to create simple Windows programs.

Topics to Be Covered

Computer System Components
Input/output Devices
Computer Processor
High Level Programming Languages
Debugging
Documentation
Animated Objects
Sound

Memory GameMaker
System Software Interface
Application Software IDE

Visual Basic Interface Video Game Controls **Sprites Toolbox** Objects **Properties** Rooms Flow Chart Coding Variables Scripting If /Then Logic Data Types **Conditional Statements** Multiple Forms

Writing Expressions

EVALUATION

Tests

3 Minor Projects

Major Project during last 3 weeks

Final Mark

Average of Tests / Quizzes	
Minor Projects	
Final Project	
Class Mark	
Daily Assignments.	