CS 2010: PROGRAMMING FUNDAMENTALS

Semester Hours: 3.0  
Contact Hours: 3
Coordinator: Jadwiga A. Carlson
Text: Starting Out With C++ from Control Structures to Objects
Author: TONY GADDIS
Year: 2015

SPECIFIC COURSE INFORMATION

Catalog Description:
Problem solving and algorithm development. Basic programming concepts including elementary data types, arrays, strings, files, control structures, and functions. Searching and sorting algorithms. Testing and debugging strategies. Prerequisite: Math placement score of 32 or MATH 1200 or MATH 99 or higher. Approved for distance education.

Course type: REQUIRED

SPECIFIC COURSE GOALS

- I can explain the fundamental concepts of procedural programming.
- I can use a high-level language to write programs to solve problems.
- I can analyze problem requirements in order to understand what type of data and processes are involved in the system.
- I can design a solution using a modular approach and organize program code to implement the design.
- I can debug programs and verify that the output of a program satisfies the problem requirements.
- I can implement algorithms to search and sort an array.
- I can implement simple recursive functions.
COMPUTER SCIENCE STUDENT OUTCOMES ADDRESSED BY THIS COURSE

- CS 1 Analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions
- CS 2 Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program’s discipline
- CS 5 Function effectively as a member or leader of a team engaged in activities appropriate to the program’s discipline
- CS 6 Apply computer science theory and software development fundamentals to produce computing-based solutions

SOFTWARE ENGINEERING STUDENT OUTCOMES ADDRESSED BY THIS COURSE

- SE 5 An ability to function effectively on a team whose members together provide leadership, create a collaborative and inclusive environment, establish goals, plan tasks, and meet objectives
- SE 7 An ability to acquire and apply new knowledge, as needed, using appropriate learning strategies

LIST OF TOPICS COVERED

- Introduction (1 week)
  - Computers, programs, C++
  - Problem solving*
  - Algorithms*
  - Computer science as a career
- Data types and introductory concepts (2)
  - String, double, int
  - Assignment statement
  - Evaluating expressions
  - Simple I/O
  - Testing/debugging*
  - Documentation standards*
• Selection statements (2)
  o Relational and logical operators
  o If/else
• Loops (3)
  o FOR-loops
  o Algorithms: processing list of values to find total, average, largest, smallest
  o Introduction to file I/O
• Functions and parameter passing (3)
• Arrays (4)
  o Algorithms: simple sorting and searching

* Emphasized throughout course

COMPUTER SECURITY TOPICS

Faculty who recently offered CS 2010 have discussed and identified a list of topics related to computer security in this course. Below is a list for instructors to incorporate. (*) indicates topics that are mandatory.

<table>
<thead>
<tr>
<th>Security Topic</th>
<th>Description</th>
<th>Textbook Reference</th>
<th>Estimated Class Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>*Read Only</td>
<td>Constant values (const) cannot be changed during execution.</td>
<td>Chapter 2.16</td>
<td>&lt;1</td>
</tr>
<tr>
<td>*Validation</td>
<td>Validating/inspecting input data to determine whether it is acceptable. Bad output will be produced from bad input.</td>
<td>Chapter 4.11</td>
<td>1</td>
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<td>Chapter 5.3</td>
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<tr>
<td>*Integer overflow</td>
<td>Integer overflow occurs when assigning a value that is too large (overflow) or too small (underflow) to be held in a variable. Variable contains value that is ‘wrapped around’ set of possible values to negative.</td>
<td>Chapter 3.4</td>
<td>&lt;1</td>
</tr>
<tr>
<td>*Initialization</td>
<td>C++ local variables are not initialized by default, initialize before use. Static local and global variables are initialized by default.</td>
<td>Chapter 6.11</td>
<td>1</td>
</tr>
</tbody>
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1Starting Out with C++ from Control Structures through Objects, Tony Gaddis, 9th Edition.