

COMPUTER SCIENCE 30S - CSC 30S
Prerequisite – CSC20S and a S2 Math Credit

Computer science 30S is an introductory course in computer programming. Its purpose is to familiarize students with the skills required of computer programmers. This is an excellent logic based, problem-solving course. Students will learn to write programs in Pascal or another computer language used by today's programmers. Students will use the Internet to access information about Pascal and other programming languages as well as learn to download extensions for computer programming applications. If you are thinking of entering a technology or engineering field, this course will be a definite asset. Students must have successfully completed Computer Awareness 15G or Computer Applications 20S to be enrolled in this course.

Mark breakdown will be as follows:

Daily assignments	- 40%
Projects	- 40%
Final Project(s)	- 20%

Process:

Using computer based programs such as Pascal, C, Visual Basic, 3D world studio, Blender and Other Source code creation software.

Other resources as outlined on the school webpage, and supplemental articles and news items relating to technology.

Successful students will exit with a better understanding of programming techniques, and explore data manipulation and user / application interactions.