

COMPUTER SCIENCE 40S - CSC 40S
Prerequisite - CSC 30S

Computer Science 40S is designed for students who enjoyed and are proficient in the topics covered in Computer Science 30S. The focus is on problem-solving and structured programming techniques. Students will learn the C/C++ and more powerful programming languages in this course, and will use them and Pascal to develop records and manipulate data structures. Students will use the Internet to access information about programming languages, as well as download extensions for computer programming applications. A group programming project will be a significant part of this course. Students must have successfully completed Computer Science 30S.

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.