CSCI161N : Introduction to Programming

Minimum grade of "C" or better required for this course.

This course serves as the first computer programming course. It introduces students to the concepts of problem solving, code development, and code organization. Students learn how to: define a problem, develop a solution, translate the solution into code, compile it, and run the program. Students learn basic principles of declaring variables and memory allocation. They learn control structures such as single, double, and multiple selections and various forms of looping. Students also learn simple data structures such as arrays, and simple on disk file structures such as text and random files. Finally, students learn to analyze existing algorithms and develop their own algorithms for solving applied problems. These concepts are taught using a contemporary programming language. Graphics are incorporated into the course to enhance the class content and enrich the content in a visual manner.

Class Hours 2
Lab Hours 2 **Credits** 3
Corequisites
ACCUPLACER score recommendation of MATH110N or concurrent enrollment in MATH110N.