



BEGINNER COMPUTER TECHNOLOGY PROGRAM OUTLINE

Course Description

This Beginner CT program course looks at the Life Cycle of Software development and how hardware plays a role in computer programming and data flow. We look at the fundamentals of programming by looking at Object Oriented and Functional Programming concepts.

Course Outline:

The course outline below reflects the lesson breakdown for this course offering. The lessons are broad in scope and consist of multiple lessons for each topic.

Soft Skills	Functional Programming	Creating Components
Setting up your Environment	Programming Fundamentals	Data Modeling through flow charts
Software Development Life Cycle	Software Version Control	UML Diagrams
Programming History	Intro to Software Troubleshooting	Internet Basics
The Development Process	Intro to Basic Hardware	Review
Object Oriented Programming	Intro to Computational Artifacts	Final

Quizzes and Labs

These are essential to our classes to ensure that the lessons instructed are understood and each student is progressing through the course. They could consist of daily, weekly or any combination of the two. The Online Hybrid offering has quizzes but not labs.

Homework

Homework is part of most classes and can consist of different things specific to that class. Homework will need to be turned in by the due date. Homework for online courses need to be completed and returned to move to the next module.

Course Offering

AM, Online Hybrid