WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
BASIC COURSE INFORMATION

COURSE TITLE: Introduction to Programming with Java

COURSE NUMBER: SSD101

All courses are open to students from all colleges. Only where a course is preceded by an introduction course is there a need to observe a prerequisite. However, students might benefit from prior knowledge on some of the courses, and this is given as the content found in your course catalogue by course code.

I. MAJOR INSTRUCTIONAL GOALS
(Instructor may add goals to be included in the Basic Course Information)

During this course, students should be able to:

GOAL A: Provide a foundation for learning to program.
Learning Outcome The student will become knowledgeable about the history of computers and will be able to describe the relationship of hardware and software in computer architecture. The student will understand the binary representation of data and programs in computers and will be introduced to the software development process and the fundamental concepts of object-oriented programming.
Learning Activities Assigned readings, classroom discussion, in-class and homework assignments.
Learning Assessment Quizzes and exams

GOAL B: Write, compile, debug, and run a Java program.
Learning Outcome The student will understand and know how to use primitive Java data types, will be able to develop simple programs in the Java development environment.
Learning Activities Assigned readings, classroom discussion, and programming.
Learning Assessment Written assignments.

GOAL C: Construct conditions and choose appropriate control statements.
Learning Outcome The student will be able to construct conditional statements using logical and algebraic operators and will be able to choose the appropriate control statement to control logic flow and iterative processing.
Learning Activities Assigned readings, classroom discussion, and programming.
Learning Assessment Written assignments.
GOAL D: Program debugging.

**Learning Outcome** The student will understand the difference between syntax, run-time, and logic errors and will be able to do basic software debugging using print statements.

**Learning Activities** Assigned readings, classroom discussion, and programming.

**Learning Assessment** Written assignments.

GOAL E: Define and implement a simple class from user requirements.

**Learning Outcome** The student will be able to constructors, mutators, and accessor methods for a class, using the appropriate visibility modifiers.

**Learning Activities** Assigned readings, classroom discussion, and programming.

**Learning Assessment** Written assignments.

II. SUPPLEMENTARY GOALS:

The hands-on programming experience gained from this course should help students determine if the CTE program (SSD courses in the IRM Technical Track) is right for them.

III. CLASS PARTICIPATION:

Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class.

Computers in the classrooms are intended to be used as tools to enhance the students' learning experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.