## **COMP 1010 – Introductory Computer Science I**

**Calendar Description:** An introduction to computer programming using a procedural high-level language. (Lab required)

**Prerequisite:** Any Grade 12 or 40S Mathematics or equivalent **This course is a prerequisite for:** COMP 1020.

## Outline

- Introduction to Computers and Programming (1 week) History, high vs. low level languages, overview of languages, the compilation process
- 2) Data Types (1 <sup>1</sup>/<sub>2</sub> weeks)
  Primitive data types, an introduction to using predefined class-based data types
- 3) Control Structures (2 <sup>1</sup>/<sub>2</sub> weeks) Selection and repetition constructs
- 4) Arrays (2 <sup>1</sup>/<sub>2</sub> weeks) Single dimensional arrays, parallel arrays
- 5) Methods (2 <sup>1</sup>/<sub>2</sub> weeks)
  Functional decomposition of larger problems, argument and parameter mechanisms, return types, scoping
- 6) Algorithms (3 weeks)Problem solving and case studies using above mentioned material

**Text:** Tony Gaddis, *Starting out with Java 5: Control Strictures to Objects*, Addison-Wesley, 2005