HOSTOS COMMUNITY COLLEGE DEPARTMENT OF MATHEMATICS

MAT 200	Modern Programming C++
CREDIT HOURS:	3.0
EQUATED HOURS:	3.0
CLASS HOURS:	3.0
PREREQUISITE:	MAT 160
REQUIRED TEXTS:	T. Gaddis & B. Krupnow, <u>Stating out with C++ Brief</u> Version, 5 nd Edition, Addison Wesley, 2007
DESCRIPTION:	This course provides an introduction to problem solving methods and algorithm development through the study of the program, structures and data structures of Programming language.
EXAMINATIONS:	A minimum of four partial tests and a comprehensive final examination.

GRADES: $A, A^{-}, B^{+}, B, B^{-}, C^{+}, C, D, I, F.$

MAT 200

COURSE OUTLINE

I. OVERVIEW OF PROGRAMMING:

- 1. What is a program?
- 2. What is a computer?
- 3. What is a programming language?
- 4. What is Pascal?

II. THE PROBLEM SOLVING PROCESS:

- 1. Analysis
- 2. General solution Algorithms
- 3. Particular solution the program
- 4. Test and use

III. THE SUNTAX AND SEMANTICS OF A PROGRAMMING LANGUAGE:

- 1. Identifiers
- 2. Data Types
- 3. Data Storage
- 4. The Assignment Statement

IV. PROGRAM CONSTRUCTION:

- 1. The Write Statement
- 2. The Read Statement
- 3. Overall Structure Headings, Declarations, Statements
- 4. Formatting
- 5. Block Design
- 6. Precedence Rules
- 7. Top-down design
- 8. Documentation

V. CONDITIONS AND BOOLEAN EXPRESSIONS:

- 1. The Boolean variable
- 2. The **IF** statement
- 3. The **<u>IF THEN-ELSE</u>** statement
- 4. Noted IF statement
- 5. Applications
- 6. Testing and debugging

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VI. LOOPING:

- 1. The looping control structure
- 2. The <u>While</u> statement
- 3. Loops using the **While** statement
- 4. The **For** **Do** statement

VII. PARAMETERS:

- 1. Var/Value parameters
- 2. Local/Global variables
- 3. Scope rules

VIII. PROCEDURES:

- 1. Top-down structured design with procedures
- 2. Procedure declaration
- 3. Procedure call
- 4. Parameters
- 5. External files

IX. FUNCTIONS, REAL NUMBERS AND OTHER CONTROL STRUCTURES:

- 1. Functions
- 2. Recursion
- 3. The **<u>Repeat</u>** statement
- 4. The $\overline{\text{Case Statement}}$

X. DATA TYPES AND STRUCTURES:

- 1. Arrays
- 2. Records
- 3. Files
- 4. Sets