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Fundamentals of Programming and Software Development

UNIT	NAME	TYPE	DIFFICULTY	TIME
1	<i>Semiconduc Computer Generations for Chips</i>	Activity		
1	<i>Understanding Hardware</i>	Activity		
1	<i>Writing Your First Java Program</i>	Activity		
1	<i>Hello World! Documentation</i>	Activity		
2	<i>Using Variables in Java</i>	Activity		
2	<i>Using Mathematical and Comparison Operators in Java</i>	Activity		
2	<i>Using If and If-Else Statements and Reading User Input</i>	Activity		

2	Using Switch-Case and Nested If Statements	Activity		
3	Grading on a Loop	Activity		
3	Using Loops in a Guessing Game	Activity		
3	Professional Associations Research	Activity		
3	The Logic of Multidimensional Arrays	Activity		
4	The Importance of Usability	Activity		
4	Creating Packages	Activity		
4	A Web Page Essay About the Web	Activity		
4	Your Favorite Recipe, Æi On a Web Page	Activity		
5	Planning a Software Development Project	Activity		

5	<i>User-Testing a Product Prototype</i>	Activity		
5	<i>Taking Stock</i>	Activity		
5	<i>Planning Your Computer Science Degree Program</i>	Activity	