Syllabus

CSC 164 - Introduction to Scripting for New Media

General Information

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Course Prefix CSC

Course Number 164

Course Title Introduction to Scripting for New Media

Course Information

Catalog Description Introduction to scripting for New Media serves as a beginning level programming course for AS New Media students. This course emphasizes problem solving by way of the development and implementation of scripts in a web based environment. Writing code and using external scripting libraries in a structured object oriented scripting language will be covered. A contemporary scripting language is used throughout the course.

Credit Hours 3

Lecture Contact Hours 3

Lab Contact Hours 0

Other Contact Hours 0

Grading Scheme Letter

Prerequisites

CSC 162

Co-requisites

None

First Year Experience/Capstone Designation

This course DOES NOT satisfy the outcomes applicable for status as a FYE or Capstone.

SUNY General Education

This course is designated as satisfying a requirement in the following SUNY Gen Ed category
None

FLCC Values

Institutional Learning Outcomes Addressed by the Course
None

Course Learning Outcomes

Course Learning Outcomes

1. Design computer algorithms to solve problems

2. Parse an existing model to augment webpages using a scripting language

3. Adopt an iterative and continuous improvement process to critically troubleshoot issues and elevate software design

Outline of Topics Covered

a. Introduction to Scripting
i. Using an editor to write a script
ii. Standalone script, and scripting within an html file
iii. Execution in a browser

b. Intro to Functions
i. Why we use them
ii. How to use them
iii. How to write them

c. Writing Loops
i. For, While constructs

d. Control Flow
i. If (conditional) statements and other ways to control execution in a script

e. Data Structures
i. Arrays
ii. Other objects, classes and methods

f. Using Scripting Libraries
i. Define them, discuss advantages and disadvantages of their use
ii. Frameworks, and using some of the more current/popular ones
iii. Using CDN (Content Delivery Networks)

g. Putting everything together
i. Developing an effective interface
ii. Using all your resources to plan, design and develop a solid application