



**TRINITY VALLEY COMMUNITY COLLEGE
ADMINISTRATIVE-MASTER SYLLABUS**

The Administrative- Master Syllabus is an administrative tool; it is **not intended to be distributed to students**. It is the intention of this Administrative-Master Syllabus to provide a general description of the course, outline the required elements of the course and to lay the foundation for course assessment for the improvement of student learning, as specified by the faculty of TVCC, regardless of who teaches the course, the timeframe by which it is instructed, or the instructional method by which the course is delivered. It is not intended to restrict the manner by which an individual faculty member teaches the course but to be an administrative tool to aid in the improvement of instruction. The Administrative-Master Syllabus will demonstrate that there is consistency and comparability in course offerings.

Course Title

COBOL programming

Course Prefix and Number

BCIS 1332

Department – Division

Business and Computer Science

Course Type – select from one of the following categories.

- **Academic General Education Course** (from ACGM – but not in TVCC Core)

Academic TVCC Core Course

- **WECM Courses**

Semester Credit Hours: Lecture Hours: Lab/other hours

Semester Credit Hours	Lecture Hours	Lab/Other* Hours
3	3	0

Other hours include practicum, clinical or other types of non-lecture instruction. *If other, please specify: _____

Course Catalog Description

This course includes an examination of the history and philosophy of game development, the game production process, factors for success and entry into the field, and current issues and practices in game development industry. It will focus on the phases and processes involved in developing a computer game including designing simple games from initial concept definition to a final design document.

Prerequisites/co requisites

Prerequisites: Programming Fundamentals I COSC 1336 or Programming Logic COSC 1329 or Consent of the Instructor.

Topical Outline

Introduction to COBOL and Program Development
Information Processing
Steps in Programming Process
Structured Programming
Top Down Design and Programming
Program Logic
Environments
Data Divisions
Conditional Execution
Data Validation
Arithmetic
Report Generation
Sort and Selection
Table Processing
Data Manipulation
Sequential file maintenance
Indexed and relative file maintenance
Object Oriented

Course Learning Outcomes

At the conclusion of the course, the student should be conversant in the concepts of the business programming language, COBOL. The student should be able to develop a simple business application utilizing file management and report generation in the COBOL programming language.

Relationship to General Education Outcomes – In addition to the core competencies, Trinity Valley Community College has established ten general education goals which specify knowledge and skills that students should gain from completing courses in the various component areas of the core curriculum. Information regarding curriculum and assessment as a means for the improvement of student learning through the general education component. (Select all that apply.)

Mark with**General Education Outcome**

an "X"	
	A. To communicate clearly and effectively in both oral and written English.
	B. To improve reading skills focused on comprehending, analyzing, interpreting, and evaluating printed materials.
	C. To understand mathematical information and utilize mathematical skills.
x	D. To demonstrate qualitative and quantitative critical thinking skills.
	E. To understand and appreciate cultural and ethnic diversity.
x	F. To utilize computer based technology in accessing information, solving problems, and communicating.
	G. To recognize and evaluate artistic achievements in the visual and performing arts.
	H. To improve basic understanding of political, economic, and social systems.
	I. To demonstrate knowledge of the physical universe and living systems.
	J. To develop skills and strategies to become an engaged learner.

Required Text(s)

Structured COBOL Programming 2nd Edition. Shelly, Cashman and Foreman. Thomson Course Technology. 2000. ISBN 0-7895-5703-7

Optional Text(s)

None

Material/Technology to be supplied by the student.

USB storage device with at least 128 MB.

Course Requirements/Grading System – describe any course specific requirements such as research papers or reading assignments and the generalized grading format for the course; not intended to restrict the individual nature by which each faculty member who teaches the course determines course requirements and final student performance, but should offer consistency within reason for all sections taught for those departments without a standardized format.

This course is very project based. There are several mini projects and one term project required.

Approvals – the contents of this document have been reviewed and are found to be accurate.

Prepared by	Signature	Date
Department Head	Signature	Date
Division Chair	Signature	Date
Vice President	Signature	Date