



GO KNIGHTS!

WARREN  
TECH

Computer  
Programming



2020-2021

COMPUTER PROGRAMMING

## WARREN TECH COMPUTER PROGRAMMING

Warren Tech teaches skills, values, and the work ethic essential to future computer programmers, computer science students, and networkers. Our diversified curriculum starts by emphasizing fundamentals such as computational thinking, algebraic math, and programming procedures.

This four-year program teaches students many different programming languages as well as computer science and networking concepts.

First year students will obtain experience through hands-on projects that focus on problem solving. The first year also introduces computer concepts such as input, output, storage, and information processing. Students learn and utilize HTML and CSS to build professional style websites. Entry

level game development using Scratch

Programming is taught and practiced as well.

Second year students explore computer science principles by learning binary, data processing, and technical challenges that arise in computational devices when sending and sharing data. Object oriented programming is learned and mobile applications are created.

Third and fourth year students learn the programming language Java. Upperclassman are also introduced to cyber security concepts. Unity game development is taught and students create games with terrain and assets.

Combined with classes and projects is training in reading code, working with peers, and the use of many online platforms to

achieve programming goals. Warren Tech's Programming shop is

student focused and allows students a range of exposure from object oriented languages to procedural languages.

Business fundamentals are developed through practice in commenting code, working in paired programming groups, and giving oral presentations about student designed games or programs.







