South Dakota CTE

Computer Programming I (2020)

Identify and use a programming environment. CP 1	1 **Demonstrate knowledge of software concepts.** CP 1.1
	2 **Demonstrate the ability to compile, debug, and execute programs.** CP 1.2
Employ standard conventions for creation and design of a software program. CP 2	1 **Demonstrate the ability to use a standard programming style.** CP 2.1
	2 **Recognize software development processes.** CP 2.2
	3 **Identify the syntactical components of a program.** CP 2.3
Properly use language-fundamental commands and operations. CP 3	1 **Demonstrate the ability to use basic elements of a specific language.** CP 3.1
	2 **Employ basic arithmetic expressions in programs.** CP 3.2
	3 **Demonstrate the ability to use data types in programs.** CP 3.3
	4 **Incorporate functions/methods.** CP 3.4
Apply control structures. CP 4	1 **Demonstrate the ability to use relational and logical operators in programs.** CP 4.1
	2 **Investigate conditional statements.** CP 4.2
	3 **Implement loops in programs.** CP 4.3
Explore career opportunities in programming. CP 5	1 **Identify personal interests and abilities related to Computer Programming/Software Engineering careers.** CP 5.1
	2 **Investigate career opportunities, trends, and requirements related to computer programming/software engineering careers.** CP 5.2
	3 **Demonstrate job skills for programming industries.** CP 5.3