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# Sault College of Applied Arts and Technology sault ste. marie

## Course Outline

INTRODUCTION TO DATA  
PROCESSING

EDP 100-5

revised           AUGUST 1981

INTRODUCTION TO DATA PROCESSING  
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TIME: 5 periods per week for 1 semester

TEXT: Introduction to Computers & Data Processing -  
Shelly & Cashman

AIM: This introductory course will be taken by all students in Semester 1 of the Buisness Administration program. Some of these students will decide to specialize in Data Processing while others will choose one of the other business options.

This course is intended to provide:

1. A grounding in Data Processing principles and methods which will be a pre-requisite to more advanced courses for those students electing to specialize in Data Processing.
2. An appreciation of Data Processing principles, methods & capabilities for those students who elect to specialize in an area other than Data processing.
3. Sufficient exposure to Data Processing to enable the student to decide whether his/her interest and/or aptitude lies in this area.

SPECIFIC OBJECTIVES:

A list of objectives for each topic in the course is attached. These objectives represent minimum requirements.

STUDENT EVALUATION:

The student's final grade will consist of the following components:

|                    |      |
|--------------------|------|
| TEST (2 x 15)      | 30%  |
| QUIZZES (5 x 8)    | 40%  |
| PARTICIPATION      | 30%  |
| -case studies      |      |
| -computer programs |      |
| -attendance        |      |
|                    | 100% |

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STUDENT EVALUATION (cont'd):

1. Any student who fails to achieve 60% will be required to attend the make-up period at the end of the term in order to up-grade his/her grade.
2. Students wishing to receive better than C standing must demonstrate above average performance in each area to be graded.
3. Any student who fails to write a quiz or test at the time it is scheduled, must present a written excuse acceptable to the instructor.
4. Failure to complete any of the assigned computer programs on time will result in a mark of zero for that program.
5. Any student who consistently fails quizzes and/or tests, will automatically receive a final grade of R. In this case, the student will not be allowed to attend the make-up period.
6. Communication skills are very important in a business environment. For this reason, all work submitted will be graded for spelling, punctuation, sentence structure and clarity. A student's mark may be downgraded by as much as 20% for poor quality work in this area.

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| <u>REFERENCE</u> | <u>TOPIC #</u> | <u>TOPIC DESCRIPTION</u>  |
|------------------|----------------|---|
| TEXT - Chapter 1 | A1             | <u>Introduction to Computers</u> <ul style="list-style-type: none"><li>- data processing defined</li><li>- what computers can do</li><li>- the program &amp; data</li><li>- the computer system</li><li>- the people &amp; the equipment in the industry</li></ul>  |
| TEXT - Chapter 2 | A2             | <u>The Evolution of the Computer Industry</u> <ul style="list-style-type: none"><li>- historical figures &amp; early devices</li><li>- data processing classifications</li><li>- 4 generations of computers</li><li>- programming language developments</li><li>- hardware and software</li><li>- new developments &amp; the future</li></ul> |
| TEXT - Chapter 3 | A3             | <u>The Processing of Data</u> <ul style="list-style-type: none"><li>- Input/ Process/Output Cycle</li><li>- Files, records, fields</li><li>- arithmetic operations</li><li>- logical operations</li><li>- storage &amp; retrieval of information</li><li>- organizing &amp; manipulating data</li></ul>                                       |
| TEXT - Chapter 4 |                | <u>The Central Processor</u> <ul style="list-style-type: none"><li>- components of the CPU</li><li>- how data is stored &amp; accessed</li><li>- executing instructions</li><li>- new technology</li></ul>  |
| TEXT - Chapter 5 |                | <u>Computer Input</u> <ul style="list-style-type: none"><li>- input media</li><li>- batch &amp; transaction - oriented input</li><li>- preparation of data</li><li>- dedicated &amp; specialized input devices</li></ul>  |
| TEXT - Chapter 6 |                | <u>Computer Output</u> <ul style="list-style-type: none"><li>- types of output</li><li>- types of printers</li><li>- CRT's</li><li>- reports (external) &amp; internal output</li></ul>   |

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| <u>REFERENCE</u>            | <u>TOPIC #</u> | <u>TOPIC DESCRIPTION</u>   |
|-----------------------------|----------------|--|
| TEXT - Chapter 7            |                | <u>Storage</u> <ul style="list-style-type: none"><li>- storage media</li><li>- data access, retrieval, update</li><li>- file organization methods</li><li>- media for large &amp; small computers</li></ul>  |
| TEXT - Chapters<br>8, 9, 10 |                | <u>Familiarization with</u> <ul style="list-style-type: none"><li>- data communications &amp; multiprogramming</li><li>- data base</li><li>- "time sharing", "On Line" &amp; "Real Time" processing</li><li>- systems analysis &amp; design</li></ul>  |
| TEXT - Chapter 12           |                | <u>Programming Languages</u> <ul style="list-style-type: none"><li>- common languages used</li><li>- types of languages: assembler, compiler</li><li>- steps in program development<ul style="list-style-type: none"><li>- program design</li><li>- coding</li><li>- translation (compilation)</li><li>- testing (execution)</li><li>- documentation</li></ul></li><li>- operating systems</li></ul> |
| TEXT - Chapter 13           |                | <u>Computers in Society</u> <ul style="list-style-type: none"><li>- technological changes</li><li>- software developments</li><li>- social &amp; ethical implications</li></ul>  |

PART B - PROGRAMMING

Program Design using the BASIC Programming Language

PHASE 1:

To be an on-going learning process throughout the course - running concurrently with theoretical concepts. Simple applications and procedures using "hands-on" method.

REFERENCE: "Computer Programming in BASIC with Business Applications" - George Tsu-Der Chou

HASE 2:

Programming in BASIC using business applications. A minimum of four major program assignments to hand-in with appropriate documentation.

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REFERENCE: "Introduction to Computers and Data Processing"  
Shelley and Cashman

| <u>REFERENCE</u>                   | <u>TOPIC #</u> | <u>TOPIC DESCRIPTION</u>  |
|------------------------------------|----------------|---|
| Lecture Notes<br>Chapter 11 - TEXT | B1             | <u>Program Design</u><br>- program specifications<br>- flowcharting & other design tools<br>- common design problems  |
| Lecture Notes                      | B2             | <u>Elements of BASIC Programming</u><br>- BASIC defined<br>- program structure<br>- statements & commands<br>- constants & variables<br>- expressions & operators<br>- signing-on to the computer |
| Lecture Notes                      | B3             | <u>BASIC Commands</u><br>- LIST<br>- RUN<br>- SCRATCH<br>- SEQUENCE<br>- LOAD<br>- SAVE<br>- NEW<br>- OLD<br>- REPLACE  |
| Lecture Notes                      | B4             | <u>Computer Arithmetic &amp; Program Management</u><br>- REMARKS statement<br>- LET statement<br>- PRINT statement<br>- END statement   |
| Lecture Notes                      | B5             | <u>Input-Output Statements</u><br>- READ statement<br>- DATA statement<br>- INPUT statement<br>- PRINT statement (with options)   |

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REFERENCE

TOPIC #

TOPIC DESCRIPTION

Lecture Notes

B6

Control Statements

- branching & comparing
- GO TO
- IF . . . . THEN
- FOR

TEXT - Appendix A

B7

Programming Problems

- BASIC input/output operations
- BASIC arithmetic - accumulating totals
- Comparing
- Control Breaks

NOTE: During the course of the semester, additional objectives may be assigned.