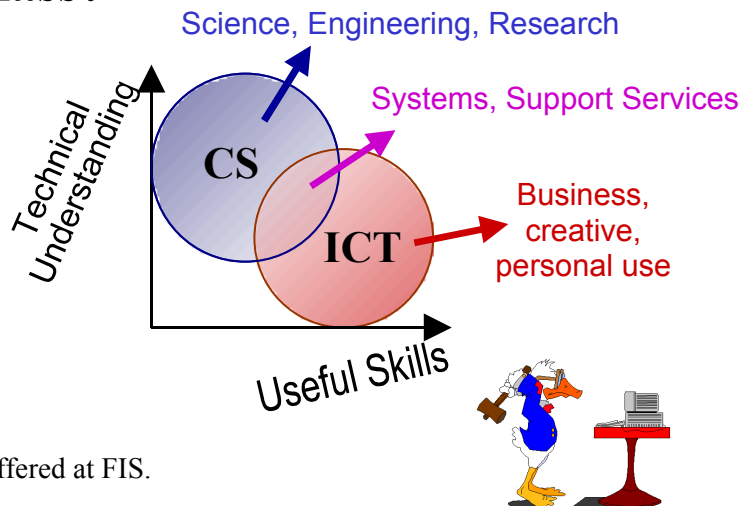


# Who Needs a Computer Class?

Many people can learn lots about **ICT tools** by using them and "figuring things out." This may be enough for business and personal USES.

But if you want to **understand HOW** computers and digital devices **work** on the **inside** – or if you are aiming at a **technical career** - you will benefit greatly from a **Computer Science** class (*and it's fun, too!*)



Below are brief descriptions of Computer classes offered at FIS.

<i>Computer Technology Grade 9-12</i>	<i>Graphics Programming Grades 10-12</i>	<i>IB Computer Science Grades 11-12</i>
<p><b>World-Wide-Web</b> Technical background Web-Page Construction</p> <p><b>Graphics</b> Object oriented and vector graphics formats, using Paint Shop Pro and other graphics software</p> <p><b>Flash Animations</b></p> <p><b>Digital Videos</b></p> <p><b>BASIC Video Game Programming</b></p> <p><b>Internet Technology</b> Details and Techniques</p> <p><b>Future Technologies</b></p> <p><b>Technical Writing for Science and Math</b> Fonts, formulas, graphs and charts, math software</p> <p><b>... changes each year ...</b></p> <hr/> <p><b>Grades – 3/4 projects 1/4 theory &amp; tests</b></p>	<p><b>Visual Basic Programming</b></p> <p><b>Visual Basic Games</b></p> <p><b>Visual Basic Simulations</b> for Math/Science</p> <p><b>Graphics Formats</b> Icons and Fonts, Photo retouching, web graphics, video compression, computational details</p> <p><b>Javascript programming</b> Automating Web-pages DHTML Animations</p> <p><b>Java Programming Intro</b></p> <p><b>Java Applets</b> for web-page interactions</p> <p><b>Edutainment Programs</b></p> <p><b>Projects</b> Using computer tools for project work for personal and school-related topics</p> <hr/> <p><b>Grades – 2/3 projects 1/3 theory &amp; tests</b></p>	<p><b>Programming in Java</b> Calculations, data-processing, communication, data-structures, small and large applications</p> <p><b>Algorithms</b> Solving problems using standard methods, as well as creating novel solutions to new problems</p> <p><b>Hardware</b> Input and output devices, disk-drives, network devices, sensors</p> <p><b>Fundamentals</b> Microprocessors, file formats, communication protocols</p> <p><b>Systems</b> Modular design, system life cycle, testing, documentation</p> <p><b>Theory</b> Artificial intelligence, history of computers, simulations, future developments</p> <p><b>Java Project- Internal Assessment</b></p> <hr/> <p><b>Grades – 1/3 projects 2/3 theory &amp; tests</b></p>