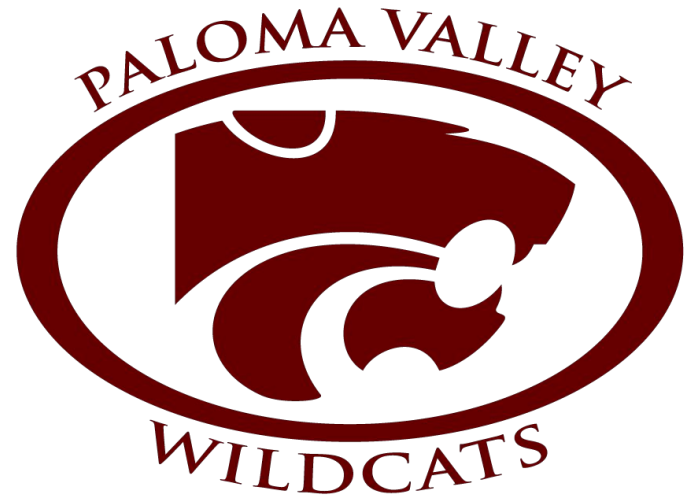
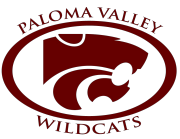




PERRIS UNION
HIGH SCHOOL DISTRICT

Computer Programming Pathway





Computer Science Pathway

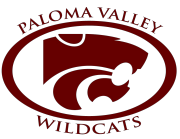
Objectives:

This pathway prepares students for careers in technology by exposing them to a variety of computer science disciplines, including:

- Graphic Design
- Animation
- Video
- Audio
- Web Design
- Video Game Development
- Object Oriented Programming
- and more...

Teachers:

All classes are taught by Mr Wilson who has 10 years experience in the private sector and over a decade of teaching experience. Mr. Wilson has a Bachelor's degree in business administration from Columbia College and a Master's degree in Information Systems.



Pathway Courses

While none of the classes have specific prerequisites, it is suggested that classes be taken in this order since the concepts in each class feed into the next course:

Non AP Pathway:

1. Introduction to Digital Media^{*+}
2. Video Game Programming^{*+}
3. Web Development^{*+}

AP Pathway:

1. Introduction to Digital Media^{*+}
2. Video Game Programming^{*+}
3. AP Computer Science A⁺

*MSJC Articulated

+UC/CSU Approved G Elective

Class Descriptions

INTRO TO DIGITAL MEDIA

GET AN INTRODUCTION TO ALL ASPECTS OF COMPUTER SCIENCE IN ONE CLASS:

- STORYBOARDS
- PRE PRODUCTION
- DESIGN PRINCIPLES
- TYPOGRAPHY
- IMAGE PRODUCTION
- VIDEO AND ANIMATION
- AUDIO
- WEB DESIGN



WEB DEVELOPMENT

- CREATE REAL WEBSITES
- LEARN A SKILL YOU CAN TURN INTO A CAREER
- USE HTML, CSS, AND JAVASCRIPT TO CREATE INTERACTIVE ANIMATED DESIGNS
- MASTER PHOTOSHOP
- MAKE YOUR SITES RESISTANT TO HACKERS
- EARN COLLEGE CREDIT THROUGH MSJC ARTICULATION



Class Descriptions

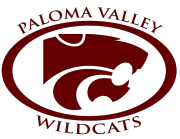
```
#region MoveToFrame
private void MoveToFrame(int frameNumberToMoveTo)
{
    Rectangle tempRect = new Rectangle(0, 0, sourceRect.Width, sourceRect.Height);
    currentFrameNumber = 1; //note that we are starting at 1
    while(currentFrameNumber < frameNumberToMoveTo) //loop
    {
        if(tempRect.Right <= sourceRect.Right)
        {
            tempRect.X += sourceRect.Width;
            currentFrameNumber++;
            //END if moving to the right
        }
        else //FALSE if the frame is to the left
        {
            if(tempRect.Bottom <= sourceRect.Bottom)
            {
                tempRect.X = 0; //reset X
                tempRect.Y += sourceRect.Height;
                currentFrameNumber++;
            }
            //END if moving to the bottom
        }
        else //FALSE if the frame is to the top
        {
            tempRect.Y = 0; //reset Y
            currentFrameNumber++;
        }
        //END if moving to the top
    }
}
#endregion
```

- **BUILD GAMES FOR WINDOWS AND XBOX AND SHARE THEM WITH YOUR FRIENDS**
- **MASTER PHOTOSHOP**
- **LEARN TO PROGRAM IN C#**
- **EARN COLLEGE CREDIT THROUGH MSJC ARTICULATION**

COMPUTER GAME DESIGN

AP COMPUTER SCIENCE A

- **PREPARE FOR THE AP EXAM THROUGH PRACTICAL APPLICATION**
- **AP CLASSES MAKE YOUR COLLEGE APPLICATIONS MORE COMPETITIVE**
- **LEARN OBJECT ORIENTED PROGRAMMING WITH JAVA**
- **GET A GPA BOOST**
- **LEARN SKILLS YOU CAN TURN INTO A CAREER**



Pathway Job Potential

Please watch the following promotional video for examples of skills you will learn in the Computer Science Pathway:

<https://www.youtube.com/watch?v=NVBXKnWBBZU>

Career Earning Potential:

Computer Programmer: \$120,000

Web Developer: \$110,000

Digital Artist: \$51,000

For Comparison:

Average Menifee resident income: \$25,496

Average household income in Menifee: \$75,928