



Blessed Sacrament Catholic School
S.Y. 2017-2018

BUDGET OF WORK IN Computer 9

QUARTER: First Semestral
UNIT TOPIC: Programming Fundamentals; C++ Programming
No. of days: 32 days
Reference/S:

DIRECTION: To **student**, kindly indicate the level of your performance in **each** learning target by putting a () **check** in your choice.

TIME FRAME	LEARNING TARGETS	LEVEL OF PERFORMANCE				
		4	3	2	1	0
Day 1	- To identify the different generations through which programming languages have evolved - To differentiate the characteristics of these generation of programming languages - To understand the motivation behind the evolution of programming languages.					
Day 2	- To identify the different programming language paradigms or models. - To differentiate and understand the properties of these programming language paradigms.					
Day 3-4	- To define algorithm and pseudocode and show their relationships to one another. - To cite the advantages of pseudocode in programming. - To write the pseudocode of some given programming problems.					
Day 5-6	- To identify the different symbols used in flowcharting. - To create a flowchart.					
Day 7	- To identify the commands to be used in flowcharting. - To determine the rules in naming variables. - To name variables in accordance with naming conventions.					
Day 8	- To define relational expression. - To identify the different relational operators. - To write your own relational expressions.					
Day 9	To draw a flowchart that depicts decision structures of the given problem.					
Day 10-11	- To determine the function of loops. - To create a flowchart with loops. - To explain the importance of using the flowcharting in programming.					
Day 12-13	To write the algorithm of the given programming problems using pseudocode and flowchart.					
Day 14-16	To write the algorithm of the given real-life situations or problems using pseudocode and flowchart.					

Day 17	- Identify the different phases that a software product goes through using examples. - Explain the importance of SDLC in making an ideal software product.					
Day 18	- Define some important terminologies in computer programming. - Describe and explain the processes involved in programming work cycle.					
Day 19	- Compare C++ from Visual C++. - Define and state the uses of C++ programming language. - Discuss the 4 Pillars of OOP using examples.					
Day 20	- Familiarize the IDE of C++ through hands-on exercises. - Explore the functions of menus and submenus found in IDE. - Draw and label the parts of Code::Blocks IDE.					
Day 21	- Identify the Structure of a C++ program and explain each function. - Create a simple C++ program that will display your complete name.					
Day 22	- Enumerate the types of comments. - Cite the importance of putting comments in C++ codes. - Add comments to the program.					
Day 23	- Cite the function of the standard output and input streams. - Create a program using cout and cin streams.					
Day 24	- Identify the function of a string data type. - Use string data type in a program.					
Day 25	- Enumerate the different arithmetic operators - Apply rules in solving problem with lengthy expression.					
Day 26-27	- Apply the integer data type. - Create a program that uses integer data type and arithmetic operators.					
Day 28	- Define constant. - Apply the constant variable in a program.					
Day 29-32	Create 5 C++ programs in Visual C++ IDE.					

LEGEND:
4 - I know (can do) it well enough to make connections that weren't taught.
3 - I know (can do) everything that was taught without making mistakes.
2- I know (can do) all the easy parts, but I don't know (can't do) the harder parts.
1- With help, I know (can do) some of what was taught.
0 - I don't know (can't do) any of it.

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