ECS 10, INTRODUCTION TO PROGRAMMING (4 UNITS)

Prerequisite
Two years of high school algebra.

Catalog Description
A hands-on introduction to computation, through programming and problem solving. Not open for credit to students who have completed ECS 30.

ECS 30, PROGRAMMING AND PROBLEM SOLVING (4 UNITS)

Prerequisite
Mathematics 16A or 21A (may be taken concurrently); prior experience with basic programming concepts (variable, loops, conditional statements) recommended.

Catalog Description
Introduction to computers and computer programming, algorithm design, and debugging. Elements of good programming style. Programming in the C language. Use of basic UNIX tools.

To assist you in determining whether to register for ECS 10 or 30, the instructors for both classes have developed a sample program that is of the skill level required for ECS 30. Register for ECS 30 if you can write the program below. If not, register for ECS 10.

ECS 30 Sample Program

Write a program, using any programming language of your choice, which will read in the length and width of two rooms, and then tells the user which room is larger. The program should continue to ask for the dimensions of two rooms until the user enters the width of the first room as zero. When the user enters a width of zero for the first room, the program should terminate without asking anything further of the user and print “Bye.” Here is a sample session, where the user’s input is in bold:

First room width: 15
First room length: 20
Second room width: 10
Second room length: 18
The first room is larger.
First room width: 12
First room length: 8
Second room width: 13
Second room length: 13
The second room is larger.
First room width: 0
Bye.