

**TOURO COLLEGE**  
**DESKTOP PUBLISHING CURRICULUM: COURSE # GCD420**

Course Title: Authoring Languages

Course Number: GCD420

Developers: Department of Academic Computing, Pr. Susan De Castro

Last Update: August, 2002

Credits: 3 Prerequisite/s: G/MCD 264 or permission of instructor.

Class size: 10 students maximum

**COURSE DESCRIPTION:**

Introduction to programming languages for interactive digital media. Each semester offering is devoted to a specific language. May include Java and other interactive programming languages. Intended only for those who are already fluent in at least one programming language. May be repeated for credit if different languages are involved.

**COURSE OBJECTIVES:**

- An intensive introduction to special programming languages used in interactive computer graphics
- Emphasis is on implementation of important graphics technology such as JAVA, Perl, and CGI programming languages and procedures
- Authoring for new media, including non-linear writing and project management, and user interface design
- Understand the considerations raised by cross-platform and Internet development.

**COURSE CONTENT:**

- Learn specific programming languages used in interactive computer graphics
- Implement important graphics technology such as JAVA, Perl, and CGI
- Create procedures for new media including user interface design
- Understand the considerations needed for cross-platform, Internet development

**COURSE REQUIREMENTS, GRADING AND ATTENDANCE:**

- Grades will be based on finished projects and the successful completion of classroom and outside assignments and written final exam.
- Attendance is critical for the successful completion of the course work; and must comply with college requirements.

- All classes are lecture, text and studio oriented.
- The student is responsible for reading all of the materials that will be directly related to the class assignment.
- Students are responsible for finishing all class and homework assignments by the end of the semester.

#### COURSE TEXTS:

Foundations for Programming Languages, by John C. Mitchell, MIT Press, 1996.

#### MATERIALS AND SUPPLIES:

CDR and CD-RW disks

- 1 PC Zip disk
- Owning a personal computer (for example a Macintosh or a PC) is not required for this class. However, if the student owns one, then parts of the Lab Work required for this class can be done on that machine provided the student has the appropriate software to do all that is necessary for each of the assignments. If student is going to use only the Touro Lab, he or she does not need to buy any software.

#### BIBLIOGRAPHY:

Cross-Platform Perl, Eric F. Johnson, 1996 Foundations for Programming Languages, by John C. Mitchell, MIT Press, 1996

Learning Perl (second edition), Schwartz, Christiansen, O'Reilly & Assoc. 1997

Programming Perl, Wall, Christiansen, Schwartz., O'Reilly and Assoc., 1996 The Unix

Programming Environment, Kernighan, Pike, Prentice-Hall Unix for the Impatient,

Abrams, Larson, Addison-Wesley Unix Network Programming 1, Stevens, PrenticeHall, 1997 (Thorough treatment of programming with sockets from the C interface.)