> **COURSES AT BELLMONT:**
> **Computer Programming I** - 3 dual credits with Ivy Tech
> **Computer Programming II** - 3 dual credits pending for 2012-2013
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> ### COMPUTER PROGRAMMING I AND II
> • **What is it?** Computer programmers write codes to create software programs. They turn the program designs created by software developers and engineers into instructions that a computer can follow.
> • **How to Become a Computer Programmer:** Most computer programmers have a bachelor's degree; however, some employers hire workers with an associate's degree.
> • **Pay:** The median annual wage of computer programmers was $71,380 in May 2010.
> • **Job Outlook:** Employment of computer programmers is expected to increase 12 percent from 2010 to 2020.
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> **- SOURCE: U.S. BUREAU OF LABOR STATISTICS**

Concentrating on the day's lesson in Programming II is senior William Pancake. The lesson is "How to Design a Picture Frame". "There's a lot of math in programming," explains Pancake. "You have to develop a decision structure to dictate how the frame is put together." Pancake has been a student in the computer programming area taught by Cindy Heller for four years. Students move from the computer language, Java, to C++ and complete their year with the creation of a computer game.

Computer Programming
Students put new 'languages' to use in creating games

If you can see yourself in a career someday, creating and programming computer games, then the Computer Programming classes at Bellmont High School should head your list.

Instructor Cindy Heller, who has taught for 27 years, explains that students start their study in Programming I with the language, Java, during the first semester. After that, the students move on to the language, "C**," a special language developed specifically for gaming.

Heller explained her teaching philosophy.

"There are a lot of teachers to help students in this class: there are the physical teachers, but then they can also learn on their own from the computer and from their peers."

The study and use of math and logic is paramount to success in this course as students create the codes needed to run the gaming programs.

Heller estimates as much as 50 percent of the class is devoted to the study and practice of logic.

"How many variables does it take to screw in a light bulb," Programming I student, West Klinkhammer, asks.

"Just one," Heller quickly answers.

West laughs.

"I made up a joke. There can only be one function per variable."

Two students who were finished with the day's lessons early, had the opportunity to play each other in a computer game of either checkers or chess to further develop their skills.

"A quadruple jump - how does that make you feel Brody?" Sophomore Tyler Boomershine teased his classmate.

"This class can be difficult, Boomershine said. "If you don't want to be challenged, don't try it."

Currently students may earn three credits toward Ivy Tech at the completion of Programming I, while three additional credits are pending for next year's Programming II course.

"It (computer programming) teaches you a new way of thinking," Boomershine said. "I like it because whenever you finally get it done right, you're like 'Yeah, I got that done'."

"I like the atmosphere in here," sophomore Tommy Ludy said. "There's never a dull minute and we 're always helping each other."

"I took the class because I heard you would learn how to make computer games," sophomore Matthew Scott said. Scott suggested students download the textbook, read it and "practice a lot." "It can be a hard class - you have to use logic in trying to figure things out, but I enjoy it."

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