



Hardware and Software Requirements

This document outlines the minimum hardware and software requirements needed to complete our **online** computer science courses.

Course Material

Course material (lessons, videos, quizzes) can be received on any reasonably recent HTML5-compliant web browser. The recommended minimum versions and other device requirements are:

- Internet Explorer 11+, Firefox 25.0+, Safari 7+, Google Chrome 30+
- A high-speed Internet connection
- Ability to play sound (speakers, etc.) to hear video narration.
- Windows OS, Mac OS, or a larger iPad or Android tablets

Closed-captioning support for the lesson videos is currently available on Chrome and Safari.

Hands-on Programming Projects

In order to complete hands-on programming projects, students will need to use a computer capable of installing the development environment appropriate for the course:

- **TeenCoder: Windows / Game Programming:** Microsoft Visual C# 2010 Express, XNA Game Studio 4.0
- **TeenCoder: Java / Android Programming:** JDK and Eclipse
- **KidCoder: Windows / Game Programming:** Microsoft Visual Studio Community 2015
- **KidCoder: Web Design:** Komodo Edit

The general hardware and software requirements for computers used for programming projects are:

- A CPU of at least 1.6Ghz
- At least 1024MB of RAM
- A display monitor with 1024 x 768 or higher resolution
- A graphics device supporting DirectX-10 or later (*TeenCoder: Game Programming* only)
- A hard drive with 3GB or more free space (depending on development environment)
- Windows 7, Windows 8, and Windows 10 – **all courses supported**
- Mac OS version 10.7+ (on Intel CPUs) – **only Java/Android & Web Design courses**
- Ability to ZIP and un-ZIP files and directories