Title: Bachelor of Computing Systems

Version: 0.1

FINAL

ISCG7421: Advanced Programme Development

ISCG7421 15 Course Level: Credits: number: **BCS** Main programme: Pre-requisites: For BCS: (ISCG6414 or ISCG6234 or ISCG7132 or ISCG7142) and (ISCG6421 or ISCG6222) For GDCMP: (ISCG6414 or ISCG6234 or ISCG7132 or ISCG7142) and (ISCG6421 or ISCG6222) Co-requisites: None ISCG7226 Restrictions: Compulsory/elective: Flective

Learning time: 150 hours

(Lecturer) Contact hours	Non-contact hours	Total hours
32.5	117.5	150

Level descriptor: The student is able to carry out processes that

- require a command of highly specialised technical or scholastic and basic research skills across a major discipline
- involve the full range of procedures in a major discipline
- are applied in complex, variable and specialised contexts requiring
- knowledge of a major discipline with areas of specialisation in depth
- the analysis, transformation and evaluation of abstract data and concepts
- the creation of appropriate responses to resolve given or contextual abstract problems and applied
- in planning, resourcing and managing processes
- within broad parameters and functions
- with complete accountability for determining, achieving and evaluating personal and/or group outcomes.

Critically examine

Evaluate

Derive

Design

Predict

Anticipate

Decide Recognise

Course aim: To provide students with the ability to investigate and use advanced techniques that extend the standard development environment so that the student is competent in approaches required by full-scale commercial GUI development in a given GUI language.

Learning outcomes:

	Learning outcomes	
1.	Obtain information from the internet, manuals, textbooks and supplied sample code to	
	acquire in depth knowledge of a range of advanced technical features that extend the	
	standard development environment of a given GUI language.	
2.	Demonstrate the ability to successfully apply such features and techniques when writing	
	code to solve selected problems in the given GUI language	
3.	Be able to communicate the knowledge in a form which other programmers will find	
	usable, relevant and easily intelligible.	