

CSC-121: Introduction to Programming (ITP) Syllabus

General Information

Course Number	CSC-121
Credit Hours	3+1 (Theory Credit Hour = 3, Lab Credit Hours = 1)
Prerequisite	None
Course Instructor	

Course Objectives

This is a fast-paced introductory course to the C++ programming language which is intended for those with little or no programming background. This course provides a conceptual and practical introduction to programming. The focus is on programming rather than the particular choice of programming language, with general principles being brought out through the study of 'C/C++'. This course will equip students with tools and techniques to implement a given problem programmatically.

Catalog Description

CSC-121

Course Content

Session No.	Week No.	Topics	Suggested Readings (Chapters)	Assessments
01-03	1	Motivational lecture Introduction to Programming Computer languages levels of Programming languages History and Generations of Programming Languages Interpreter Compiler Assembler Translator Keywords Instruction Logic Flowchart	Notes Chapter 01	
04-06	2	Preprocessor Directives Header Files Compilation Execution Debugging Source Program Object Code cout and cin Linking and Loading main() function Using Escape Sequences(\n, \t etc) Comments(Single and Multiple Line) C++ Building Blocks Identifiers Variables and Constants Variable declaration and initialization	Notes & Chapter 2 & 3	QUIZ # 01

07-09	3	Data Types and their ranges Difference between Operator, Operand and Operation Arithmetic operators Relational Operators	Chapter 2	
10-12	4	Incremental Operators(Pre and Post) Decremental Operators(Pre and Post) Conditional Statements <ul style="list-style-type: none"> o IF statement o IF Else Statement o Nested IF Else Statement o Switch Case Statement 	Chapter 4	
13-15	5	Iterative statements(Loops) <ul style="list-style-type: none"> o For Loop o While Loop o Do While Loop Break and Continue Goto Statement Discussions/Revision of concepts for First mid	Chapter 5	ASSIGNMENT # 01
16-18	6-7	Functions <ul style="list-style-type: none"> o Pre-defined o User-defined Prototyping method of Function Declaration <ul style="list-style-type: none"> o Function Definition o Function Calling o Return Type of a Function o Parameters and Arguments Function Overloading Scope of a Variable <ul style="list-style-type: none"> o Global and Local Variables 	Chapter 6 & 7	
19-21	8	Arrays <ul style="list-style-type: none"> o Array Declaration and Initialization o Index of an Array o Accessing elements of an arrays o Arrays with Loops o Two dimensional Arrays 	Chapter 8	
MIDTERM EXAM				
22-24	9	Arrays <ul style="list-style-type: none"> o Multiple Dimensional Arrays o Operations on Matrices with arrays o Passing arrays to Functions o Character Arrays o Sorting list using Bubble sort 	Chapter 8	
25-27	10	Strings in C++ Getline() and Sizeof() functions Pre-defined String functions <ul style="list-style-type: none"> o Strcpy() o Strupr() o Strlwr() o Strcmp() o Strlen() o Strcat() o Strrev() 	Notes	
28-30	11	Recursion <ul style="list-style-type: none"> o Direct and indirect recursion o Infinite recursion o Examples of recursion Covering leftovers Discussion/Revision about concepts Basic concepts of file handling	Chapter 15	

31-33	12-13	Introduction to Files Binary and Text Files Introduction to Streams <ul style="list-style-type: none">o fstreamo ifstreamo ofstream Writing text into a file Reading text from a file Reading first line from a file Reading complete text from a file Reading a specific line from a file	Chapter 13	QUIZ # 02
34-36	14	Pointers Advantages and Disadvantages of Pointers Address Operator(&) Difference Between Pointer Variable VS Ordinary Variable	Chapter 12	
37-39	15	Passing arguments to functions with reference to Pointers Relationship between Pointers and Arrays	Chapter 12	
Onwards	16	Project Presentation		
Final Exams				

Text Book

1. D. S. Malik, “C++ Programming from Problem Analysis to Program Design”, 7th Edition.

Reference Material

1. Gray J. Bronson, “C++ for Engineers and Scientists”, 1st Edition.
2. Herbert Schildt, “Complete Reference to C++”, 4th Edition.

Course Learning Outcomes

	Course Learning Outcomes (CLO)
1	Understand the programming paradigm & programming Language fundamentals.
2	Understand and Analyze different programming logic problems and Language syntax problems
3	Ability to Constructs a development process to compute the output and Provide solutions for different programming problems.
4	Ability to work in team or organization as core team member on projects

CLO-GA Map

	GA IDs											
CLO ID	GA-1	GA-2	GA-3	GA-4	GA-5	GA-6	GA-7	GA-8	GA-9	GA-10	GA-11	GA-12
CLO 1	1	0	0	0	0	0	0	0	0	0	0	0
CLO 2	0	1	0	0	0	0	0	0	0	0	0	0
CLO 3	0	0	1	0	0	0	0	0	0	0	0	0
CLO 4	0	0	0	0	0	0	0	0	1	0	0	0

Approvals

Prepared By	
Approved By	Not Specified
Last Update	01/08/2022

Credit Hours: 04 (3+1)

Instructor: Noor Nabi Dahar
 Email(s): noornabi@iba-suk.edu.pk;
 Office Location: (Academic Coordinator Office)

Pre-requisite Course: None

Counseling Hours: Saturday 9:00 am to 1:30 pm

Mode of instruction (Mark all that apply)

S.No:	Mode of Instruction	Percentage?
1	Traditional classroom + Computer LAB	80%
2	Blended (traditional and online)	0%
3	Other Modern Tools & Technology Platforms	20%

Comments: This course is taught as a part of regular and full time undergraduate program in BBA

Class Assessment Activities Through the Semester.

S.No:	Assessment Criteria	Percentage?
1	Midterm Exam Theory	30%
	Midterm Exam LAB Practical	15%
2	Sessional (Theory + Lab) <ul style="list-style-type: none"> Project Presentation = 10% 2 Quizzes = 5 % Assignment = 3% Coding LAB task = 5% Active Class Participation = 2% Lab Manual= 5% 	20% + 10%
4	Final Practical & Viva Voce	25 %
5	Final Theory EXAM	50%

Note :

- No makeup (even for sessional exams)
- Active Participation in class discussion
- Strict submission deadlines
- Zero marks for the copied quizzes/assignments/Project