**Course Syllabus & Plan of Execution**

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| Course Learning Rationale:  The purpose of learning this Course on PROGRAM DESIGN AND DEVELOPEMENT, is to Knowledge of problem solving and programming concepts is essential for those who develop applications for users. It imparts basic knowledge in C programming along with the concepts of design and development of programs using C. |
| **Course Learning Outcomes:**  At the end of this Course on PROGRAM DESIGN AND DEVELOPEMENT, my students will be able to:  1. Gain knowledge about problem solving in computers  2. Understand the basic components and structure of a C program  3. Develop proficiency in basic programming skills |

|  | Unit 1 | Unit 2 | Unit 3 | Unit 4 | Unit 5 |
| --- | --- | --- | --- | --- | --- |
| Unit Title | **INTRODUCTION TO PROBLEM SOLVING AND PROGRAMMING** |  |  |  |  |
| Duration (in hours) | 6 | 10 | 10 | 10 | 10 |
|  | Creative and critical Thinking; visualization |  |  |  |  |
|  | Algorithms |  |  |  |  |
|  | Flow charts |  |  |  |  |
|  | *Use* Work Sheet 7 | Tutorial Topic : | Tutorial Topic : | Tutorial Topic : | Tutorial Topic : |
|  | Programming  Concepts -preprocessing, compilation, assembling and linking. |  |  |  |  |
|  | What is problem? Problem  solving concepts for computers,  Problem Solving in everyday life, types of problems |  |  |  |  |
|  |  |  |  |  |  |
|  |  | Tutorial Topic : | Tutorial Topic : | Tutorial Topic : | Tutorial Topic : |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  | Unit Test: | Unit Test | Unit Test | Unit Test | Unit Test |

**Reference Books &Other Learning Materials**

Unit 1 :

Unit 2 :

Unit 3 :

Unit 4 :

Unit 5 :