

Module code: MOD005424

Module Definition Form (MDF)

Version: 1 Date Amended: 04/May/2016

1. Module Title					
Programming Concepts					
2a. Module Leader					
Jamie Myland					
2b. Department					
Department of Computing and Technology					
2c. Faculty					
Faculty of Science and Technology					
3a. Level					
4					
3b. Module Type					
Standard (fine graded)					
4a. Credits					
15					
4b. Study Hours					
150					
5. Restrictions					
Туре	Module Code	Module Name	Condition		
Pre-requisites:	None				
Co-requisites:	None				
Exclusions:	None				
Courses to which this module is restricted:					

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description

Students will use industry-standard tools and techniques to design, implement, test and document simple programs using a current procedural language such as C#.

The module delivers the principal concepts of high-level programming, emphasises good programming practice and supports the techniques required to develop software which is robust, usable and maintainable. Skills developed will be directly transferable to the workplace.

Practice in the workshops will lead on to the assignment where students will design and produce a simple functional application meeting a specified need. This implemented design will be tested and shown as fit for purpose.

6b. Outline Content

Core Principal Components:

Control structures: sequence, selection, iteration

Boolean algebra.

Variables, constants, data types and operators.

Program design, program structure, testing/debugging methodologies, documentation.

Functions/procedures, algorithms (such as searching and sorting).

Simple data structures, such as arrays and records.

File handling

Introduction to the object-oriented paradigm: information hiding, encapsulation, classes and methods.

Principles of good programming practice; reuse, commenting, documentation.

6c. Key Texts/Literature

The reading list to support this module is available at: http://readinglists.anglia.ac.uk/modules/mod005424

6d. Specialist Learning Resources

Microsoft Visual Studio 2015 (Community Edition or Professional)

7. Learni	7. Learning Outcomes (threshold standards)			
No.	Туре	On successful completion of this module the student will be expected to be able to:		
1	Knowledge and Understanding	Define and apply fundamental structures and syntax of programming in a popular high-level programming language.		
2	Knowledge and Understanding	Develop object-orientated structures and validate their use in programming.		
3	Intellectual, practical, affective and transferrable skills	Construct a working object orientated application to solve a given user requirement and appraise the solution.		
4	Intellectual, practical, affective and transferrable skills	Document and test in order to justify and validate the programmed solution.		

8a. Module Occurrence to which this MDF Refers				
Year	Occurrence	Period	Location	Mode of Delivery
2017/8	F01UCP	Semester 1	University Centre, Peterborough	Face to Face

8b. Learning Activities for the above Module Occurrence				
Learning Activities	Hours	Learning Outcomes	Details of Duration, frequency and other comments	
Lectures	12	1,2,3,4	E.g. lecture 1 hr x 12 weeks	
Other teacher managed learning	24	1,2,3,4	E.g. workshops 2 hr x 12 weeks	
Student managed learning	114	1,2,3,4	self-study and practice	
TOTAL:	150			

9. Assessment for the above Module Occurrence

Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
010	Practical	1,2	0 (%)	Pass/Fail	100 (%)

Demonstration 15 minutes (1,000 words equivalent)

Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)	
011	Coursework	3,4	100 (%)	Fine Grade	30 (%)	

Report on design, implementation and evaluation (2,000 words equivalent)

In order to pass this module, students are required to achieve an overall mark of 40%. In addition, students are required to:

- (a) achieve the qualifying mark for each element of fine graded assessment of as specified above
- (b) pass any pass/fail elements