Introduction To Programming

0. Introduction

```
If (learning == true) {
    Lectures[0].Title = "Introduction";
    Lectures[0].Commence();
}
```

0. Introduction

0.1 Objectives

0.2 Course Work Requirements

0.3 Continuous Assessments

0.4 Course Outline

0.5 Q & A

Introduction To Programming   24/09/2011

0.1 Objectives

▸ To develop an understanding of how computers can be used to solve real-world problems

▸ To introduce the *object-oriented* approach to program design

▸ To understand how to write programs in an *object-oriented* language - JAVA

0.2 Course Work Requirements

▸ *Attend all lectures & lab classes*

▸ *Assessment*
  ☐ 50% Continuous Assessment
  ☐ 50% Exam

0.3 Continuous Assessment

- ▸ Week 5 Moodle Quiz– 15%

- ▸ Week 10 Assignment – 35%

0.4 Course Outline

- ▸ Introduction to Programming
- ▸ Introduction to Java
- ▸ Java Programming basics
- ▸ Numerical Data
- ▸ Instantiable Classes
- ▸ Selection Statements
- ▸ Repetition Statements
- ▸ Characters & Strings

0.5 Q & A

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