

Programming Laboratory

Syllabus Information

CS 1822 - Programming Laboratory

Associated Term: 2020/21 Academic Session

Learning Objectives:

Students in this course will apply programming concepts from the very basic (variables, control flow, loops, methods) up to advanced concepts (event driven programming, embedded programming) and best practices. The course will follow a blended learning model incorporating lectures, practical exercises, project work and online assessment.

Learning Outcomes: 1. Program independently to solve a given problem; 2. Know how to write an individual technical report; 3. Know how to present a project, both at a practical demonstration and in a formal short presentation; 4. Program in a particular event driven or embedded domain such as microprocessor coding, robotics coding, game development or interactive web development; 5. Work in a group on a programming project.

Required Materials: [Click here for the reading list system](#)

Technical Requirements: The total number of notional learning hours associated with course are 300. **These will normally be broken down as follows:** 11 hour(s) of Lectures across 11 week(s) 15 hour(s) of Laboratory classes across 15 week(s) 40 hour(s) of Practical Classes and Workshops across 20 week(s) 234 hour(s) of Guided Independent Study

Formative Assessment: Checkpoints (55 hours) - Feedback - In person discussion

Summative Assessment: Team Project (30 Hours) - 40% Individual Assignments (50 Hours) - 60%