Student No. 1

CPL: KIT101

Unit: C Language

This course is designed to enable the students to systematically grasp the design methods of concise application and acquire the ability of writing the program solving some practical problems, laying foundations for learning other computer courses in future. This course features combination of theory and practice. It requires the students to actively make hands-on exercise while learning theoretical knowledge for the purpose of proficient and concise application of theoretical knowledge.

Similarity: 0.44098 (NS)

Unit: Basics of Computer Application

This book considers the current situation of computer and information technology development, starts from training of information literacy of vocational college students and highlight such features of teaching reform as case study and task-driven education. The cases in the book are closely related with the study, life or employment of college students and cover Windows XP operating system, network and internet application, Word 2003 word processor, Excel 2003 spreadsheet software, PowerPoint 2003 presentation software and other Modules

Similarity: 0.57348 (NS)

Student No. 2

Unit: Program Logic and Realization of C Language

C Language is a general advanced programming language with low-level language functions which other advanced languages do not have. It can be used to write system programs as well as write applications. This book introduces data type, operator, expression, data structure, grammar structure and the basics of programming in C language, allows student to acquire the ability and logic of using C language to short program design, analysis and debugging.

Marks: 63

Similarity: 0.7099 (S)

Student No. 3

Unit: ITEC140VB Programming

This course uses Visual Basic 9.0 simplified Chinese version as language background and introduces Visual Basic 6.0 programming technique, generally covering the common content of Visual Basic 6.0 programming. The main contents include: development environment, language foundation, array and process, common controls, menu design, file processing, ActiveX, database programming, graphics programming, multimedia programming, network programming, API-function and registry, installation programming and comprehensive actual cases.

Marks: 63.5

Similarity: 0.59639 (NS)

Student No. 4

Unit: KIP111

Introduction of JAVA programming and its setting up: (Default setting up and loading and documentation of API and SDK). Basic input and output and data type

(Standard input/output, a variable, a constant, change of data type etc). Operator (unary, binary, trinomial and other operator, operator precedence). Control statement (if, switch, for, while etc). Array (one-dimensional array, two-dimensional array etc). Recursive structure and non-recursive structure. The object-orientations and the concepts of class structure 1

(Grasping concept of class). The object-orientations and the concepts of class structure 2

(Member variable and type, method etc). Inheritance, interface, abstract class. Polymorphic

Similarity: 0.71573 (S)

Student No. 5

NA

Student No. 6

Unit: CSCI204

Subject introduction, Introduction to Object Oriented Programming, C++ revision, C++ Revision: Function: An introduction to UML. Classes and objects: Encapsulation. 3 An introduction to UML Diagrams: Class and Object diagrams. Constructors & Destructors. Composition & aggregation. Reusability, naming, coupling & cohesion. 4 Overloading & Friends, Inheritance. 5 Inheritance, virtuality, abstractness and polymorphism. Runtime type identification. 6 Exceptions, namespaces. More on design and diagrams with UML. 7 More on diagrams with design and diagrams with UML. Generic programming: Templates for functions and classes. Containers and iterators. Template compilation models. 9 Advanced C++ I/O, manipulators, strings and string streams. 10 Introduction to the Standard Template Library. STL: Vectors, Deques and Lists. 11 STL: Vectors, Deques and Lists, STL: Stacks, queues and priority queues, STL: Sorted Associated containers. 12 STL: Sorted Associated containers, STL: Function objects & generic algorithms

Similarity: 0.687 (S)

Marks: 61

Student No. 7

Unit: Java Programming Language

The contents of this course include: class, inheritance, exception, interface, package, thread and examples of application program. After the study of this course, the examinee is requested to master elementary knowledge of Java Language and have the ability of application programming.

Similarity: 0.6892 (S)

Marks: 67

Student No. 8

Unit: Introduction to Programming

Historical Overview of Computers: What is a Computer System, Hardware, Software, Programming languages? Computer Programming, Introduction, What is Programming? Classical Software Life Cycle. Applying the software development method, Case study, Algorithms. Flowchart, Flowcharting symbols, Structured Programming, Programming Guidelines. Programming Process, Editing, compiling, and linking a C language program, Error types in Programming, What is a Program? Sample C language Program. The C Programming Language, Background, keywords, identifiers, constants, string constants, operators, punctuators, the printf function, The scanf function. The C Programming Language, Expressions, Operators & Assignments, Selection - Making Decisions, LOGICAL OPERATORS / RELATIONAL OPERATORS: If statement; if-else Statements, switch STRUCTURES, Loops: While loops, Do\_While loops, The for Statement, Functions: Introduction to Functions; Storage Duration & Scope, Arrays: Introduction, Arrays and Functions

Similarity: 0.69643 (S)

Marks: 3.67/4.0

Student No. 9

Unit: Business Programming with JAVA

Introduction, Programming concepts and principles, OOP features, Design and Primitive Data Types, Errors and Selection, Logical errors, Syntax errors, IF, IF-ELSE and SWITCH-CASE statements, OO Concepts and String API, Class, Object, Encapsulation, Polymorphism and Overloading, Inheritance, Keyboard Input and OO Implementation, Primitive and reference types, Variable Scope and Access specifier, Class variable, Instance variable, Local variable, Private, Public, default access specifier, Arrays & 2D arrays, Testing, Documentation: Packages, Random Number, Output format. Interface, searching, sorting.

Similarity: 0.6949 (S)

Marks: 3.67/4.0

Student No. 10

Unit: Programming in C

Algorithm and Programming Development: Steps in development of a program, Flow charts, Algorithm development, Program Debugging. Program Structure: I/o statements, assign statements. Constants, variables and data types, Operators and Expressions, Standards and Formatted, Use of Header & Library files. Control Structures: Introduction, Decision making with IF - statement, IF - Else and Nested IF, While and do-while, for loop, Break and switch statements. Functions: Introduction to functions, Global and Local Variables, Function Declaration, Standard functions, Parameters and Parameter Passing, Call - by value/reference, Recursion. Arrays: Introduction to Arrays, Array Declaration and Initialization, Single and Multidimensional Array. Arrays of characters. Pointers: Introduction to Pointers, Address operator and pointers, Declaring and Initializing pointers, Assignment through pointers, Pointers and Arrays. Structures and Unions: Declaration of structures, Accessing structure members, Structure Initialization, Arrays of structures, Unions. Strings: Introduction, Declaring and Initializing string variables, Reading and writing strings, String handling functions, Array of strings. Files: Introduction, File reading/writing in different modes, File manipulation using standard function types.

Similarity: 0.68948

Marks: 44

Student No. 13

Unit: Master the basic C language, grammar, data types, operators, expressions, sequences, program design, selection, circulation structure, structure, function, pointer, file, array, type variables, use of struct array etc. To be able to use C language to design the application.

Marks: 79

Similarity: 0.71139

Student No. 16

Unit: CS1044

Utilize the SDLC for problem solving. Draw a flowchart; write an algorithm and pseudocode to present the problem design for a problem Assign the identifiers with meaningful and good name. Declare a proper data types for a program. Resolve syntax errors. Solve problems using C syntax. Write a program using if else, switch case' while loop' do while loop and for loop. Decide on usage of appropriate loop for a program. Write functions to include the use of function parameter, return value and function prototype. Write a recursion Program. Write an array program and store record into an array' Store record into a file to include simple file manipulation function such as search record, delete record, modify record and update records' Describe the systems view of project management and how it applies to information technology projects' Relate to the importance of project schedules and good project time management.