Course Specifications

Programme(s) on which the course is given B.Sc. of Pure

Mathematics and

Computer Science,

Physics and Computer science

Major or minor element of programs Major

Department offering the program

Department offering the course

Academic year / Level

Date of specification revision

Mathematics

Mathematics

First level (1)

September 2012

September 2012

Date of specification approval

A- Basic Information

Title: Introduction to Computer Code: M139

Programming

Credit Hours: 3 Total: 3 hr.

Lecture: 2 Tutorial: - Practical: 2 Other: -

B- Professional Information

1 – Overall Aims of Course

The students learn Problem solving methodology, basics of data representation and computer organization, procedural and object-oriented programming in a modern language including control structures, functions and parameter passing, one and two dimensional arrays, numerical error and basic numerical methods. Examples taken from various disciplines. Programming projects required. Intellectual property issues discussed.

- 2 Intended Learning Outcomes of Course (ILOs)
- a- Knowledge and Understanding:

The student should be able to

a1- solve problems with the computer

- a2- abstract real problems using abstract data types
- a3- learn the basics of data representation and control structures
- a4- use functions with parameters and return values. b- Intellectual Skills
 - b1- use flow charts to represent problems
 - **b2-** know the basic structure of good programming
 - b3- Introducing the study of algorithms from a more formal perspective, i.e., investigating how algorithms are discovered, identifying several fundamental algorithmic structures, developing elementary techniques for representing algorithms and introducing the subjects of algorithm efficiency and correctness.

c- Professional and Practical Skills

- c1- basics of data representation
- c2- basics of C statements
- c3- basics of programming fundamentals

d- General and Transferable Skills

- d1- the use of data representations either primitive or structured
- d2- construct flowcharting to design before writing any program
- d3- Investigating these paradigms and languages as well as considering issues in grammar and language translation.

3- Contents

Topics	No.	Lect	Tutor
	of	ure	ial/Pr
	hour		actica
	S		l
Introduction to the field of	3	1	1
computer science as an academic			

discipline. The history and			
components (hardware and			
software) of computers, and			
issues involving the social			
context of computing will be			
examined throughout the			
semester			
Introduction to Problem solving	3	1	1
through top-down design and			
stepwise refinement, as well as			
analysis of their efficiency and			
limitations			
Basics of flowcharting	6	2	2
Basics of data representation	6	2	2
Logic expressions and operators	6	2	2
Control structures: selection	6	2	2
Control structures: repetition	6	2	2
Functions and parameter	6	2	2
passing			

- **4** Teaching and learning methods
- 4.1- Lectures
- 4.2- Working on hand in assignments
- 4.3- Attending practical classes
 - 5- Student assessment methods
- 5.1 Mid term written exam to assess understanding competencies
- 5.2 Mid term practical Exam to assess programming skills
- 5.3 Oral Exam to assess attendance and interesting.
- **5.4** Semester hand in assignments to assess understanding professionalism.
- 5.5 Final lab exam to assess a whole lab skills

5.6 Final term written Exam to assess comprehension.

Assessment schedule

Assessment 1 Mid term + practical Week 7

Assessment 2 semester activities Week 5 and 8

Assessment 3 Final term oral exam + lab Week 13

Assessment 4 final term written exam Week 14

Weighting of assessments

Mid-Term Examination

20%

Semester Work (homework assignments + lab + oral tests)

20 %

Other types of assessment

00%

Final-term written Examination

60%

Total

100%

Any formative only assessments

- **6- List of references**
 - **6.1- Course notes**

Collected and prepared notes that covers the main topics in the course content

6.2- Essential books (text books)

Elementary textbooks under the title: Introduction to Computer Programming

- 6.3- Recommended books: C++ programming
- 6.4- Periodicals, Web sites, ... etc Non.
- 7- Facilities required for teaching and learning

Lecture: PC's - packages for ready-made scientific programs. - Data Show

Lab: Advanced lab contains all the network tools, instrumentation, and packages.

Course coordinator: Dr .Mohammed Amin $_$ Dr .Hani M

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Head of Department: Prof. Mohammed A . Ramadan Date: / /