

# MODULE DESCRIPTION FORM

## نموذج وصف المادة الدراسية

Module Information				
معلومات المادة الدراسية				
Module Title	<b>Programming Fundamentals</b>		Module Delivery	
Module Type	Core		<input checked="" type="checkbox"/> Theory <input checked="" type="checkbox"/> Lecture <input checked="" type="checkbox"/> Lab <input type="checkbox"/> Tutorial <input type="checkbox"/> Practical <input checked="" type="checkbox"/> Seminar	
Module Code	COM-121			
ECTS Credits	8			
SWL (hr/sem)	200			
Module Level	1	Semester of Delivery		2
Administering Department	com	College	cos	
Module Leader	Taha Mohammed Hasan		e-mail	dr.tahamh@uodiyala.edu.iq
Module Leader's Acad. Title	Professor		Module Leader's Qualification	Ph.D.
Module Tutor	Name (if available)		e-mail	E-mail
Peer Reviewer Name	Name		e-mail	E-mail
Scientific Committee Approval Date	01/06/2023		Version Number	1.0

Relation with other Modules				
العلاقة مع المواد الدراسية الأخرى				
Prerequisite module	Introduction to Programming		Semester	1
Co-requisites module	None		Semester	

## Module Aims, Learning Outcomes and Indicative Contents

### أهداف المادة الدراسية ونتائج التعلم والمحتويات الإرشادية

<p><b>Module Objectives</b> أهداف المادة الدراسية</p>	<p>The educational objectives of this course are</p> <ol style="list-style-type: none"> <li>1- Demonstrate a thorough understanding of modular programming by designing programs that require the use of programmer-defined functions.</li> <li>2- Demonstrate a thorough understanding of arrays by designing and implementing programs that search and sort arrays.</li> <li>3- Demonstrate a thorough understanding of the object-oriented programming concepts of encapsulation, data abstraction and composition by designing and implementing classes including the use of overloaded functions and constructors.</li> <li>4- Demonstrate a thorough understanding of the concept of pointers and dynamic memory allocation by designing and implementing programs using pointers and dynamic memory allocation.</li> <li>5- Demonstrate a thorough understanding of the implementation of programmer-defined functions and classes by writing code, performing unit testing and debugging of multiple complex programs.</li> <li>6- Demonstrate good documentation style in all of the programs written in this course.</li> <li>7- Demonstrate proficiency in implementing data validation code, performing unit testing, and developing test plans while implementing robust solutions to the assignments in this course.</li> <li>8- Demonstrate a thorough understanding of stream input/output for both console and files.</li> <li>9- Demonstrate an understanding of the differences between C and C++ in the areas of strings, pass by reference/passing pointers, and structs by designing and implementing programs that use C strings, C++ strings, C language structs and classes.</li> </ol>
<p><b>Module Learning Outcomes</b> مخرجات التعلم للمادة الدراسية</p>	<p>Students will be exposed to the following concepts and/or skills at an introductory concepts level:</p> <ol style="list-style-type: none"> <li>1- The analysis and design of programs based on requirements and performance considerations.</li> <li>2- evaluation of various possible technical solutions.</li> <li>3- object-oriented design consideration.</li> <li>4- system integration.</li> <li>5- program documentation.</li> <li>6- program debugging procedures.</li> <li>7- developing program testing plans.</li> <li>8- consideration of program operating environment.</li> <li>9- use of reusable software.</li> </ol>
<p><b>Indicative Contents</b> المحتويات الإرشادية</p>	<p>Introduction to the C++ programming language and its subset, Program structure, blocks, storage types, console and file I/O, functions, arrays, strings, pointers, call-by-reference, call-by-value, and dynamic memory</p>

	allocation. The concept and use of classes will be covered in some detail. Differences between C, C++. Some new features in C++ will be introduced.
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Learning and Teaching Strategies استراتيجيات التعلم والتعليم			
Strategies	<ul style="list-style-type: none"> <li>Lectures</li> <li>Tutorials</li> <li>Problem solving</li> <li>Lab</li> <li>Case study</li> <li>Small project</li> </ul>		
	<b>Student Workload (SWL)</b> الحمل الدراسي للطالب محسوب لـ ١٥ اسبوعا		
Structured SWL (h/sem) الحمل الدراسي المنتظم للطالب خلال الفصل	109	Structured SWL (h/w) الحمل الدراسي المنتظم للطالب أسبوعيا	7
Unstructured SWL (h/sem) الحمل الدراسي غير المنتظم للطالب خلال الفصل	91	Unstructured SWL (h/w) الحمل الدراسي غير المنتظم للطالب أسبوعيا	6
Total SWL (h/sem) الحمل الدراسي الكلي للطالب خلال الفصل	200		

Module Evaluation تقييم المادة الدراسية					
		Time/Number	Weight (Marks)	Week Due	Relevant Learning Outcome
Formative assessment	Quizzes	2	10% (10)	4 and 9	LO #1, #2 and #10, #11
	Assignments	2	10% (10)	5 and 12	LO #3, #4 and #6, #7
	Projects / Lab.	1	10% (10)	Continuous	All
	Report	1	10% (10)	13	LO #5, #8 and #10
Summative assessment	Midterm Exam	2hr	10% (10)	7	LO #1 - #7
	Final Exam	2hr	50% (50)	16	All
Total assessment			100% (100 Marks)		

Delivery Plan (Weekly Syllabus) المنهاج الاسبوعي النظري	
	Material Covered

<b>Week 1</b>	Introduction to computers & programming.
<b>Weeks 2,3</b>	Array: <ul style="list-style-type: none"> <li>• Array definition (Two-dimensional array).</li> <li>• operations on Two- dimensional array (add, subtraction, multiplication and invers of array).</li> </ul>
<b>Weeks 4,5,6</b>	Functions
<b>Week 7</b>	Mid-term Exam
<b>Weeks 8,9</b>	Introduction to Classes & Objects
<b>Weeks 10 and 11</b>	Searching, Sorting, Algorithm Performance Analysis
<b>Weeks 12 and 13</b>	Pointers, dynamic memory allocation
<b>Week 14</b>	More about Classes and OOP
<b>Week 15</b>	Recursion
<b>Week 16</b>	<b>Preparatory week before the final Exam</b>

<b>Delivery Plan (Weekly Lab. Syllabus)</b> المنهاج الاسبوعي للمختبر	
	<b>Material Covered</b>
<b>Weeks 1 and 2</b>	Array (Two-dimensional array). Operations on tow-dimensional array
<b>Weeks 3 and 4</b>	Decisions, Loops, Functions
<b>Weeks 5,6 and 7</b>	Classes
<b>Weeks 8 and 9</b>	Searching/Sorting
<b>Weeks 10,11 and 12</b>	Searching/Sorting
<b>Weeks 13 and 14</b>	Dynamic Arrays, Pointers
<b>Week 15</b>	Recursion

Learning and Teaching Resources		
مصادر التعلم والتدريس		
	Text	Available in the Library?
Required Texts	<ul style="list-style-type: none"><li>Programming in C++ Frank Vahid and Roman Lysecky Available through the zyBooks website directly</li></ul>	Yes
	<ul style="list-style-type: none"><li>A C++ compiler and/or IDE. There are many out there, but the only two that are officially supported:</li></ul>	
	<ul style="list-style-type: none"><li>- CLion (on Windows and macOS)</li></ul>	
	<ul style="list-style-type: none"><li>- Visual Studio (Windows only)</li></ul>	
Recommended Texts	<ul style="list-style-type: none"><li>Think Like a Programmer, An Introduction to Creative Problem Solving V. Anton Spraul ISBN: 978-1593274245</li></ul>	No
	<ul style="list-style-type: none"><li>A good text editor, such as:</li></ul>	
	<ul style="list-style-type: none"><li>Notepad++ (This is my personal favorite)</li></ul>	
	<ul style="list-style-type: none"><li>Sublime Text</li></ul>	
	<ul style="list-style-type: none"><li>Atom, or Vim, or anything else you might prefer</li></ul>	
Websites	1-http://www.cplusplus.com/ 2-https://www.w3schools.com/cpp/	

Grading Scheme مخطط الدرجات				
Group	Grade	التقدير	Marks %	Definition
Success Group (50 - 100)	A - Excellent	امتياز	90 - 100	Outstanding Performance
	B - Very Good	جيد جدا	80 - 89	Above average with some errors
	C - Good	جيد	70 - 79	Sound work with notable errors
	D - Satisfactory	متوسط	60 - 69	Fair but with major shortcomings
	E - Sufficient	مقبول	50 - 59	Work meets minimum criteria
Fail Group (0 – 49)	FX – Fail	راسب (قيد المعالجة)	(45-49)	More work required but credit awarded
	F – Fail	راسب	(0-44)	Considerable amount of work required
<b>Note:</b> Marks Decimal places above or below 0.5 will be rounded to the higher or lower full mark (for example a mark of 54.5 will be rounded to 55, whereas a mark of 54.4 will be rounded to 54. The University has a policy NOT to condone "near-pass fails" so the only adjustment to marks awarded by the original marker(s) will be the automatic rounding outlined above.				