

COURSE DESCRIPTIONS

Faculty	Science and Information Technology				
Department	Computer Science			NQF level	6
Course Title	Introduction to programming	Code	852110	Prerequisite	-----
Credit Hours	3	Theory	3	Practical	0
Course Leader		email			
Lecturers	Dr. Azmi Halasa	emails	halasa@jadara.edu.jo		
Lecture time	10:00-11:30 Mon-Sat	Classroom	Blended learning (synchronized)		
Semester	Second	Production		Updated	2021-2022
Awards	Bachelor Degree			Attendance	Fulltime

Short Description

This course introduces computer and information technology systems that are used for organizational decision-making and problem-solving. The aim of the course is to give some basic terms, concepts, general structure and Methodology of Programming. The course covers the topics; introduction to computer System, computer languages, binary, decimal, and hexadecimal systems, algorithms, pseudo code, flowcharts, program life-cycle, and an introduction to C++ programming language.

Course Objectives

Upon completion of this course, students should be able to:

- Introduction to problem solving for programming (i.e., "how to think about solving the problem" including techniques such as pseudo-code or flowcharts).
- Syntax and program structure, including C++ identifier rules.
- Primitive data types and declarations.
- Operations on integers (including mod %), doubles (including truncation), and Booleans
- String objects and basic String methods.
- Basic input using cin, including validating input and output using cout, including output format.
- Conditional execution with if, else if, and else, and switch statements.
- Basic looping, including for and while loops statements.
- Basics of identifying and fixing errors

Learning Outcomes

A. Knowledge - Theoretical Understanding

a1: define the major hardware components of a computer and compare between the two major types of software: system software and application software.(K1)

B. Knowledge - Practical Application

a2: Apply logical reasoning in constructing a model for problem solving (flowcharts)(K4)

C. Skills - Generic Problem Solving and Analytical Skills
b1: <u>choose</u> control structures to write programs in C++ languages, analyze it, test for error detection and correction.(S2)
D. Skills - Communication, ICT, and Numeracy
b2: Combine the knowledge and skills acquired in developing a C++ project (S3)
E. Competence: Autonomy, Responsibility, and Context
Teaching and Learning Methods
Face to face learning + on line learning through quizzes and assignments
Assessment Methods
By quizzes, home works and exams

Course Contents					
Week	Hours	CLOs	Topics	Teaching & Learning Methods	Assessment Methods
1	1.5	a1	An Overview of Computers and Programming Languages	Face to face learning	quiz
1	1.5			Distance learning	
2	1.5		Binary Representation and memory storage	Face to face learning	
2	1.5			Distance learning	
3	1.5	a1	Problem-Solving and flowchart design	Face to face learning	
3	1.5			Distance learning	
4	1.5	a2	Problem-Solving and flowchart design	Face to face learning	
	1.5			Distance learning	
5,6	3	b1	Introduction to C++ programming	Face to face learning	quiz
	3			Distance learning	
7	1.5	a1,a2	Introduction to C++ programming	Face to face learning	Mid Term
	1.5		Mid Exam	Face to face exam	
8	1.5	b1	Basic Elements of C++	Face to face exam	
	1.5			Distance learning	
9	1.5	b1	Arithmetic Expressions	Face to face learning	
	1.5			Distance learning	
10	1.5	b1, b2	Programming Flow of Control	Face to face learning	quiz
	1.5			Distance learning	
11	1.5	b1, b2	Programming Flow of Control	Face to face learning	

	1.5			Distance learning	
12,13	3	b2	Introduction to user-defined functions	Face to face learning	assignment
	3			Distance learning	
14	2	a1,a2, b1,b2	Final exam	Face to face exam	Final exam

Infrastructure	
Textbook	C++ Programming From Problem Analysis To Program Design. 5 th Edition. D. S. Malik. Thomson
References	ISBN 978-0-538-79808-2
Required reading	
Electronic materials	Available on : http://elearning.jadara.edu.jo/CourseContent/index/11362/
Other	Any other book related to C++ Programming

Assessment Method	Grade					
		a1	a2	b1	b2	
First (Midterm)	30	20	10			
Second (if applicable)						
Final Exam	50	10	10	20	10	
Coursework	20	5	5	5	5	
Coursework assessment methods	Assignments				5	
	Case study					
	Discussion and interaction					
	Group work activities					
	Lab tests and assignments					
	Presentations					
	Quizzes	15	5	5	5	
Total		100	35	25	25	15

Plagiarism
<p>Plagiarism is claiming that someone else's work is your own. The department has a strict policy regarding plagiarism and, if plagiarism is indeed discovered, this policy will be applied. Note that punishments apply also to anyone assisting another to commit plagiarism (for example by knowingly allowing someone to copy your code).</p> <p>Plagiarism is different from group work in which a number of individuals share ideas on how to carry out the coursework. You are strongly encouraged to work in small groups, and you will certainly not be penalized for doing so. This means that you may work together on the program. What is important is that you have a full understanding of all aspects of the completed program. In order to allow proper assessment that this is indeed the case, you must adhere strictly to the course work requirements as outlined above and detailed in the coursework problem description. These requirements are in place to encourage individual understanding, facilitate individual assessment, and deter plagiarism.</p>