LIVERPOOL JOHN MOORES UNIVERSITY

Programming

Module Information

2022.01, Approved

Summary Information

Module Code	3106FNDET
Formal Module Title	Programming
Owning School	Computer Science and Mathematics
Career	Undergraduate
Credits	10
Academic level	FHEQ Level 3
Grading Schema	40

Teaching Responsibility

LJMU Schools involved in Delivery
Computer Science and Mathematics

Learning Methods

Learning Method Type	Hours
Lecture	22
Practical	11

Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
JAN-CTY	CTY	January	12 Weeks

Aims and Outcomes

Aims	- To introduce the student to the software development process. - To become conversant with a range of computer programming environment and their applications. - To develop problem solving skills in computing and wider engineering or technology areas.

After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Apply knowledge of programming constructs and basic algorithms.
MLO2	2	Demonstrate problem solving skills by producing simple programming solutions.
MLO3	3	Evaluate alternatives and make sound judgements regarding programming solutions.

Module Content

Outline Syllabus	Programming Overview & History The Language & IDE Basic Elements Procedural Programming Setting up a programming environment Scripting Fundamentals Producing a scriptFormatting a script Variables Data types Input to scripts Programming arithmeticMathematical operators Division, floors and truncation Program Control Selection Statements Loop Constructs
Module Overview	This module will introduce you to the software development process in order to be able to use a range of computer programming environment and their applications. You will also be able to develop problem solving skills in computing and wider engineering or technology areas.
Additional Information	This module introduces the student to the fundamental concepts of programming and their practical application.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Technology	Programming Tasks	100	0	MLO1, MLO2, MLO3

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings
Andy Symons	Yes	N/A

Partner Module Team

Contact Name	Applies to all offerings	Offerings