Liverpool John Moores University

Title: Programming and Windows Applications
Status: Definitive
Code: **5102ENG**   (117389)
Version Start Date: 01-08-2016

Owning School/Faculty: Electronics and Electrical Engineering
Teaching School/Faculty: Electronics and Electrical Engineering

Team	Leader
Ronan McMahon	Y

Academic Level:	FHEQ5	**Credit Value:**	20	**Total Delivered Hours:**	72
Total Learning Hours:	200	**Private Study:**	128		

Delivery Options
Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	24
Practical	48

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	Rpt		35	
Presentation	Pres		15	
Report	Rpt		50	

Aims

To develop students practical programming capability to build windows based applications. To develop the students ability to generate effective user and technical documentation

Learning Outcomes

After completing the module the student should be able to:

1	Gain a practical knowledge of data processing within typical software applications
2	Show how data applications are linked through the client interface to a server and how data is managed on servers
3	Use commercial software to create deployable Windows applications
4	Produce effective user and technical documentation

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Report 1	1	2	3

Presentation	2

Report 2	2	3	4

Outline Syllabus

Top down and bottom up programming methods
The Visual C# Environment. Solutions, Projects, Forms
Communicating with devices.
Databases, Normalisation.
Communicating with other data sources and applications

Learning Activities

Seminars and practical sessions. Students will be encouraged to work both independently, and within groups.

Notes

The module provides the student with a practical problem in a group learning environment. To complete the assessment tasks satisfactorily, students will need to participate in the group work activities of the module.