MODULE DESCRIPTION FORM

نموذج وصف المادة الدراسية

Module Information معلومات المادة الدراسية					
Module Title	Programming I			**Module Delivery**	
Module Type	**Core**			☒ **Theory** ☒ **Lecture** ☒ **Lab** ☐ **Tutorial** ☐ **Practical** ☐ **Seminar**	
Module Code	**CS101**				
ECTS Credits	**8**				
SWL (hr/sem)	**200**				
Module Level			**Semester of Delivery**	1	
Administering Department	Type Dept. Code		**College**	Type College Code	
Module Leader	Dr. Shatha Falih		**e-mail**	Shatha.falih@gmail.com	
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	None	**Semester**	
Co-requisites module	None	**Semester**	

Module Aims, Learning Outcomes and Indicative Contents

أهداف المادة الدراسية ونتائج التعلم والمحتويات الإرشادية

Module Aims أهداف المادة الدراسية	Here are some module aims typically associated with a Programming I course. These aims describe the overarching goals and objectives of the course: 1. This course covers fundamentals of algorithms and give the students an opportunity to write the algorithms. 2. In this course the students can easily know how to draw flowcharts to describe the algorithms. 3. The programming aims to learn how to solve problem. 4. This course covers programming concepts and write codes. 5. Also after this course the students will know how to control structures and function
Module Learning Outcomes مخرجات التعلم للمادة الدراسية	Here are some module learning outcomes that are typically associated with a Programming I course. These outcomes represent the knowledge, skills, and competencies that students are expected to achieve upon completing the course: 1. Develop algorithms to solve "computer-solvable" problems. 2. Test algorithms. 3. Translate algorithms to C++ programs. 4. Debug, run and test C++ "procedural" programs
Indicative Contents المحتويات الإرشادية	Here are some indicative contents for a programming I course targeted at beginners. These contents cover the fundamental concepts and topics typically included in such a course: • Problem solving • Algorithms • What is programming? • Basic elements of C++ • General Form of a C++ Program • Comments • Reserved Words • Identifiers • Variables and constant • Data Types • Arithmetic Operators and Operator Precedence • Expressions • Assignment Statement • Declaring and Initializing Variables • Input and output • Control Structures • Relational Operators and precedence • Selection • Selection: if and if...else • Compound (Block of) Statements • Multiple Selections: Nested if • Selection: Switch case

	• Repetition • for Looping Structure • User-defined functions • Function declarations and call • Scope rule of an Identifier

Learning and Teaching Strategies
استراتيجيات التعلم والتعليم

Strategies	When teaching a programming I course to beginners, it's important to adopt strategies that cater to their foundational understanding and gradually build their knowledge and skills. Here are some effective learning and teaching strategies for beginners in a Programming I course:

Student Workload (SWL)
الحمل الدراسي للطالب

Structured SWL (h/sem) الحمل الدراسي المنتظم للطالب خلال الفصل	45	**Structured SWL (h/w)** الحمل الدراسي المنتظم للطالب أسبوعيا	
Unstructured SWL (h/sem) الحمل الدراسي غير المنتظم للطالب خلال الفصل	80	**Unstructured SWL (h/w)** الحمل الدراسي غير المنتظم للطالب أسبوعيا	
Total SWL (h/sem) الحمل الدراسي الكلي للطالب خلال الفصل	125		

Module Evaluation
تقييم المادة الدراسية

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