

MODULE DESCRIPTION FORM

نموذج وصف المادة

Module Information				
معلومات المادة الدراسية				
Module Title	Programming II		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 type="checkbox"/> Seminar	
Module Code	CS106			
ECTS Credits	5			
SWL (hr/sem)	125			
Module Level	2	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 الاخرى				
Prerequisite module	None		Semester	
Co-requisites module	None		Semester	

Module Aims, Learning Outcomes and Indicative Contents

اهداف المادة الدراسية ونتائج التعلم والمتحويات الارشادية

<p>Module Aims</p> <p>اهداف المادة الدراسية</p>	<p>Here are some module aims typically associated with a Programming I course. These aims describe the overarching goals and objectives of the course:</p> <ol style="list-style-type: none"> 6. This course covers basic concepts and techniques for programming including : repetition statements (while and for). 7. In this course the students can learn how to deal with arrays. 8. The programming II aims to learn how to understand the strings.
<p>Module Learning Outcomes</p> <p>مخرجات المادة الدراسية</p>	<p>At the end of this course, students should be able to design, write and test c++ program to implement a working solution to a given problem.</p>

Learning and Teaching Strategies

استراتيجيات التعلم والتعليم

<p>Strategies</p>	<p>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:</p>
--------------------------	---

Student Workload (SWL)

الحمل الدراسي س للطالب

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

Module Evaluation

تقييم المادة الدراسية

	Time/Number	Weight (Marks)	Week Due	Relevant Learning Outcome
Quizzes	2	10% (10)	5, 10	LO #1, 2, 10 and 11

Formative assessment	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)		