

**Module Title: Programming Fundamentals**

Module Code: CMS1515

Module Value: 2.0

Duration: 30 weeks

Class-Contact Hours: Lecture 30 hours.

Tutorial 30 hours.

Laboratory 60 hours.

Assessment Scheme: Continuous Assessment 50%

Examination 50%

**Module Rationale/Aims:**

- to introduce the concepts and techniques in design, implementation and testing of a program;
- to introduce the manipulation of data types and data structures;
- to introduce the concept of object-oriented programming and its use on the Web environment;
- to provide a practical introduction to a popular programming language.

**Learning Objectives:**

Students will be able to:

- understand the basic concepts in object-oriented programming;
- apply the basic techniques of object-oriented programming;
- develop programs in a systematic way;
- test and debug programs.

**Syllabus Keywords:**

Algorithm, arrays, class, data types, encapsulation, file, graphics, GUI, inheritance, method, object, operators, polymorphism, pseudo-code, recursion, repetition, selection, sequence, stream, strings, test plan, test data, program documentation

**Textbooks/References:**

H.M. Deitel, P.J. Deitel, Java How to Program, latest edition, Prentice-Hall International. Roger Garside, John Mariani, Java: First Contact, latest edition, International Thomson Publishing. Mary Campione, Kathy Walrath, The Java Tutorial, latest edition, Addison-Wesley. Key Content Area:

**Content Lecture Tut/Lab.**

**1 Introduction to Programming Concepts**

- a Steps in program development
- b Algorithm and pseudo-code
- c Program development environment and tools
- d Program documentation
- e Testing strategies

**2 Data Types and Control Structures**

- a Primitive data types
- b Operators and expressions
- c Selection structures
- d Repetition structure
- e Arrays
- f Strings

**3 Graphical User Interface**

- a Applets
- b Basic GUI components

**4 Introductory Object-Oriented Programming**

- a Classes and objects
- b Methods
- c Inheritance
- d Polymorphism

**5 Files and Streams**

- a Concepts of files and streams
- b Sequential files
- c Random access files