



المعهد العالى للحاسبات وتكنولوجيا المعلومات مدينة الشروق - القاهرة شعبة علوم الحاسب

**Course specification** 

Course Code: CS 102

**Course Title: computer programming** 

**Academic Year:** 2023 / 2024

# **Course specification**

(CS 102 – computer programming)

	Course Outline								
Faculty:	HICIT- (Higher Institute for Computers & Information Technology-El Shorouk Academy)								
Programm	e(s) on which the course is given:	Undergraduate program in Computer Science							
Major or m	ninor element of programme:	Compulsory							
Departmen	t offering the program	Department of Computer Science							
Departmen	t offering the course:	Department of Computer Science							
Level		First Level							
Date of specification approval		03/09/2022							

Basic Information										
Code: CS 102 Title: Computer programming										
Prerequis	ites:	CS 101 Int	ro to computer Scie	ence						
Weekly H	Weekly Hours:									
Lecture: 2 Exercise:		: -	Practical: 2	Total: 3						

## **Professional Information**

## **Course Aims:**

The aim of the module is to introduce the concepts of structured programming and to teach ways and techniques of good programming. The module provides an introduction to algorithms and to the C# language. Emphasis is put on problem solving and students are expected to develop the ability to write efficient computer program code for simple problems.

## After completing this course students must be able to:

- Understand the principles of algorithms, flowcharts and pseudo code.
- Understand the modules
- Understand how to design a complete program

	Program ILOs Covered by Course												
Knowledge and understanding	Intellectual Skills	Professional and practical skills	General and Transferable skills										
A2, A13	B6, B9, B10, B13	C1, C5	D2, D5, D9										

## **Intended learning outcomes of course (ILOs)**

#### a. Knowledge and Under-Standing:

- al- define a problem solutions in the form of algorithms using pseudo-code
- a2- understand the essential concepts of structured programming concepts such as the C# data type, functions, array.
- a3- write simple algorithms using C# different data types
- a4- understand the fundamental concepts, principles and theories of computing and computer science covering topics such as algorithms,
- a5- explain structured programming logic, techniques and use in practical applications.

#### **b.** Intellectual Skills:

- b1- Illustrate methods to formulate and solve problems.
- b2- Apply the basic C# concepts including data types, conditional, looping mechanisms, functions and arrays.

## c. Professional and practical skills

At the end of the course, the student will be able to:

- c1- use structured programming techniques to solve various problems using the C# programming language.
- c2- implement programs which show an understanding of how to pass data between different modules.
- c3- use different forms of arrays and passing arrays to functions to solve problems.
- c4-design, implement/code and debug simple computer programs in C#;

## d. General and transferable skills

- d1- Learn some Internet/Library searching strategies.
- d2- write a short report using appropriate scientific language.
- d3. Use IT skills and display mature computer literacy.

Contents										
Transla.	Contact H	Iours								
Торіс	lecture	Lab								
Introduction to Computer Programming	3	4								
Introduction to the Visual Studio .NET ID	3	4								
Fundamentals of a C# Program	3	4								
Introducing Data Types and Operators	3	4								
Control Structures	6	8								
Creating Conditional Statements	6	8								
Creating Iteration Statements	6	8								
Methods & Recursion	3	4								
Arrays	6	8								

Teaching and learning methods	
Teaching and learning methods	Used
Lectures	√
Tutorial Exercises	V
Practical Lab	
Discussions.	√
Self – Learning (Reading material, Websites search,)	$\sqrt{}$
Self-studies	√
Group work	√
Presentation	$\sqrt{}$
Problem solving/problem solving learning based	$\sqrt{}$
Case study	
Synchronous E-Learning	
Video lectures	
Asynchronous E-Learning	V

Student assessment methods & Schedule		
Methods	Used	Week#
Midterm Exam		8
Final Exam	V	16
Course Project		14
Course Work & Quizzes	V	2-14
Practical Exam	$\sqrt{}$	15

Assessment Weight								
Assessment	Weight %							
Mid Term Exam	15							
Practical Exam	10							
Final Exam	60							
Course Work & Quizzes	15							
Total	100							

Course Work & Quizzes
Short Exams, Assignments, Research, Reports, Presentations
Class/Project discussion

	List of references
Essential books (textbooks)	- Visual C# 2010 How to Program, 4/e, Deitel & Associates,2010
	E-Learning Portal
Course notes	-PowerPoint presentations of all course materials
	- All labs material
	C#: Programming Basics for Absolute Beginners (Step-by-Step C#) Paperback – August 24, 2017
Recommended book(s)	by Nathan Clark
Periodicals, website	https://www.w3schools.com/cs/index.php
	https://learn.microsoft.com/en-us/dotnet/csharp/tour-of-
	csharp/tutorials/
Videos link	

Required Facilities										
Tools & SW (Technology facilities):	- Visual Studio 2012									
	Whiteboard	$\sqrt{}$								
	Computer Lab	$\sqrt{}$								
Tanching facilities	Data show	$\sqrt{}$								
Teaching facilities:	E-Learning	$\sqrt{}$								
	Videos	$\sqrt{}$								
	Website	$\checkmark$								

Course Content/ILO Matrix														
Course Contents		Knowledge & understanding				Intellectu	Professional and practical skills				General			
	a1	a2	a3	a4	a5	<b>b</b> 1	<b>b2</b>	c1	c2	c3	c4	d1	d2	d3
Introduction to Computer														
Programming														
Introduction to the Visual														
Studio .NET IDE														
Fundamentals of a C#														,
Program														
Introducing Data Types and														ı
Operators														

Control Structures								
Creating Conditional						 		
Statements								
Creating Iteration Statements			 $\sqrt{}$					
Methods & Recursion			 	V				
Arrays			 	<b>√</b>				

Learning Method /ILOs Matrix														
Learning Methods				lge & ndin		Intellectua l skills		Profes	sional a	nd practica	General			
	a1	a2	a3	a4	a5	b1	<b>b2</b>	c1	c2	c3	c4	d1	d2	d3
Lectures		V		1	V	V	$\sqrt{}$	$\sqrt{}$	V	$\sqrt{}$	V			
Tutorial Exercises						1	$\sqrt{}$	$\sqrt{}$	$\sqrt{}$	$\sqrt{}$	1			
Practical Lab						V	V		$\sqrt{}$	$\sqrt{}$	$\sqrt{}$			
Discussions.						V	$\sqrt{}$	$\sqrt{}$	V	$\sqrt{}$	V	$\sqrt{}$	V	V

Assessment Methods /ILOs Matrix														
Assessment Methods			wled rsta			Intellectual skills		Pro		ıal & pr skills	General			
1135055511011017120110115	a1	a2	a3	a4	a5	<b>b1</b>	<b>b2</b>	c1	c2	c3	c4	d3	d4	d5
Mid Term Exam	$\sqrt{}$	$\sqrt{}$				$\sqrt{}$	$\sqrt{}$		<b>V</b>	1	$\sqrt{}$			
Final Exam	$\sqrt{}$	$\sqrt{}$				$\sqrt{}$	$\sqrt{}$							
Course Project	$\sqrt{}$	$\sqrt{}$				$\sqrt{}$	$\sqrt{}$		V	1	$\sqrt{}$	$\sqrt{}$	$\sqrt{}$	
Course Work &Quizzes									V	1	$\sqrt{}$			
Practical Exam	$\sqrt{}$			1			$\sqrt{}$		V	$\sqrt{}$	$\sqrt{}$			

Course ILOs Vs Program ILOs												
Prog ILOs Course ILOs		Knowl unders	In	tellec	tual ski	lls	Profession practical	General				
		A2	A13	B6	В9	B10	B13	C1	C5	D2	<b>D5</b>	D9
Knowledge and	a1	<b>V</b>										
Understanding	a2											
	a3											
	a4	$\sqrt{}$										
	a5		$\sqrt{}$									
Intellectual skills	b1											
	b2											
Professional and	c1											
practical skills	c2								$\sqrt{}$			
	c3								$\sqrt{}$			
	c4											
General skills	d1											
	d2											$\sqrt{}$
	d3											

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Date: 3/9/2023