Course Title	**Programming Principles 1**				
Course Code	**CSC102**				
Course Type	**Compulsory**				
Level	BSc/1st Cycle				
Year / Semester	1st /1st				
Teacher's Name	Angelina Vidali				
ECTS	7.5	**Lectures / week**	3 hours	**Laboratories / week**	2 hours
Course Purpose and Objectives	The aim of the course is to introduce the basic ideas of problem solving and programming, using the principles of top-down design, step-by-step improvement and pumping using methods. Students acquire practical programming language experience by constructing and executing integrated programs that solve simple algorithmic problems. Basic types of data, in/out contracts and control structures are presented.				
Learning Outcomes	Upon successful completion of the course, students will be able to: • Design, compile, and execute a simple program • Define primitive data types, key statements, and write programs that include selection structures and repeat structures • Define, apply and use methods/functions • Declare and manipulate tables as well as design drawings using tables • Identify and use indicators • They find solutions to key programming problems				
Prerequisites	-	**Required**	-		
Course Content	Introduction to programming languages. Control structures (selection structures and repeating structures). Methods / Functions Introduction to the tables Indicators Characters & Fonts Problem solving				
Teaching Methodology	Lectures 42 hours Labs 30 hours				
Bibliography	Deitel P., Deitel H., C How to program, 8th edition, Pearson International, 2016				

	Deitel & Deitel, C++ HOW TO PROGRAM, 10th edition, Pearson, 2016
Assessment	Final Exam 60% Mid-Term/Lab Exam 20% Assignment 20%
Language	English