

Course Title	Programming Principles 1				
Course Code	CSC102				
Course Type	Compulsory				
Level	BSc/1st Cycle				
Year / Semester	1 st /1 st				
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	<p>Upon successful completion of the course, students will be able to:</p> <ul style="list-style-type: none"> • 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	<p>Introduction to programming languages.</p> <p>Control structures (selection structures and repeating structures).</p> <p>Methods / Functions</p> <p>Introduction to the tables</p> <p>Indicators</p> <p>Characters & Fonts</p> <p>Problem solving</p>				
Teaching Methodology	<p>Lectures 42 hours</p> <p>Labs 30 hours</p>				
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