

PROG: Advanced Programming

Module Title	:		Advanced Programming	
Language o	f Instruction	on: English		
Credits:		10		
NFQ Level:		7		
Module Deli	vered In		2 programme(s)	
Teaching & Strategies:	Learning	earning Lectures, Laboratories, Programming Assignments, Final Examination		
Module Aim	:		To give students a thorough understanding and practical experience of programming with C, and to introduce Object Oriented Programming with C++.	
Learning Ou	itcomes			
On successf	ul completio	n of th	his module the learner should be able to:	
LO1	Be familiar	with	correct program structure and good programming practice	
LO2	Have an u	nders	tanding of C/C++ necessary to design and implement a given application	
LO3	Utilise prot	olem	solving techniques to analyse a given problem and develop a solution for it;	
Pre-requisit	e learning			
Module Rec This is prior l			ctical skill) that is recommended before enrolment in this module.	
No recomme	ndations list	ed		
Incompatibl These are m		h hav	e learning outcomes that are too similar to the learning outcomes of this module.	
No incompat	ible modules	s liste	d	
Co-requisite	Modules			
No Co-requis	ite modules	listed	3	
Requiremen This is prior I		a prac	ctical skill) that is mandatory before enrolment in this module is allowed.	
No requireme	ents listed			



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Module Content & Assessment

Indicative Content

Introduction

Building, Debugging; Testing; Programming paradigms;

C programming

Introduction; Data types; Enumerations; Symbolic constants; Operators; Expression evaluation - precedence & associativity;

Flow control

Program structure; Programming standards

Functions

Parameter passing; Recursion; Stack issues; Scope; Static functions. Functions with variable sized parameter lists

Arrays

Contiguousness; Arrays as function parameters; Strings; Initialisation.

Pointers

Pointer arithmetic; Pointers on PC

Pointers and arrays Arrays of pointers; Character arrays vs. string constants; Pointers to functions; Dynamic memory; Stack & Heap;

Structures

Unions,bit fields, Typedef

I/O & file handling; I/O & file handling;

C++

Building on C; OOP; Classes, objects, constructors and destructors; Data hiding; Encapsulation; Inheritance; Polymorphism; Operator and function overloading; Other C++ enhancements; GUI & systems programming

Assessment Breakdown	%
Project	45.00%
Practical	25.00%
End of Module Formal Examination	30.00%

No Continuous Assessment

Project				
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	Project assignments to apply learned knowledge and develop problem solving skills	1,2,3	15.00	Week 5
Project	Practical assignments to apply learned knowledge and develop problem solving skills	1,2,3	15.00	Week 8
Project	Practical assignments to apply learned knowledge and develop problem solving skills	1,2,3	15.00	Week 12

Practical Assessment Description Assessment Type Outcome % of Assessment Date addressed total Practical assignments to apply learned knowledge and develop problem solving skills Practical/Skills 1,2 25.00 n/a **Evaluation**

End of Module Formal Examin	ation			
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Formal Exam	No Description	1,2,3	30.00	End-of-Semester

SETU Carlow Campus reserves the right to alter the nature and timings of assessment



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Module Workload

Workload: Full Time		
Workload Type	Frequency	Average Weekly Learner Workload
Lecture	12 Weeks per Stage	3.00
Laboratory	12 Weeks per Stage	4.00
Estimated Learner Hours	15 Weeks per Stage	11.07
	Total Hours	250.00

Module Delivered In				
Programme Code	Programme	Semester	Delivery	
CW_KCSOF_B	Bachelor of Science (Honours) in Software Development	5	Mandatory	
CW KCSOF D	Bachelor of Science in Software Development	5	Mandatory	