

ZPRG H3201: Advanced Programming

Module Title:			Advanced Programming			
Language of Instruction:		1:	English			
Credits: 10		10				
oround.		10				
NFQ Level:	NFQ Level: 7					
Module Delivered In			No Programmes			
Teaching & Learning Strategies:			Lectures, Laboratories, Programming Assignments, Continuous Assessment and Final Examination			
Module Aim:			To give students a thorough understanding and practical experience of programming with C, and to introduce OOP and GUI programming with C++ and C#.			
Learning Ou	itcomes					
On successf	On successful completion of this module the learner should be able to:					
LO1	Be familiar with correct program structure and good programming practice		correct program structure and good programming practice			
LO2	Have an understanding of C/C++ necessary to design and implement a given application		tanding of C/C++ necessary to design and implement a given application			
LO3	D3 Be able to identify time critical or hardware critical code components.		fy time critical or hardware critical code components.			
Pre-requisite learning						
<i>Module Recommendations</i> This is prior learning (or a practical skill) that is recommended before enrolment in this module.						
No recommendations listed						
Incompatible Modules These are modules which have learning outcomes that are too similar to the learning outcomes of this module.						
No incompatible modules listed						
Co-requisite Modules						
No Co-requisite modules listed						
Requirements This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.						
No requirem	No requirements listed					



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Module Content & Assessment

Indicative Content

Application types

Development details of multiple source file programs using external object files, libraries, components, etc.; 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;

Complex declarations

n/a

Preprocessor

n/a

Structures

Unions, bit fields, Typedef

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

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	%
Continuous Assessment	25.00%
Practical	25.00%
End of Module Formal Examination	50.00%

Continuous Assessment

Assessment	Assessment Description	Outcome	% of	Assessment
Type		addressed	total	Date
Other	Continuous assessments to test knowledge and application of lecture material	1,3	25.00	n/a

No Project

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

End of Module Formal Examination					
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date	
Formal Exam	No Description	1,2,3	50.00	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	20 Weeks per Stage	2.00
Laboratory	20 Weeks per Stage	4.00
Estimated Learner Hours	20 Weeks per Stage	2.50
	Total Hours	170.00