



MODULE SPECIFICATION

Part 1: Information			
Module Title	Programming in C		
Module Code	UFCFF6-30-1	Level	Level 4
For implementation from	2020-21		
UWE Credit Rating	30	ECTS Credit Rating	15
Faculty	Faculty of Environment & Technology	Field	Computer Science and Creative Technologies
Department	FET Dept of Computer Sci & Creative Tech		
Module type:	Standard		
Pre-requisites	None		
Excluded Combinations	None		
Co- requisites	None		
Module Entry requirements	None		

Part 2: Description
<p>Educational Aims: See Learning Outcomes</p> <p>Outline Syllabus: Basic syntax of ISO90 C to support a structured approach to program development using procedural abstractions - program and control structures - basic data types - reuse of basic functions for I/O, string and mathematical manipulation.</p> <p>Structured types - arrays, vectors and classes as records. Algorithm design. Simple file processing.</p> <p>The use of functions and parameters. Global and local variables.</p> <p>Bit-wise and logical operators.</p> <p>Using pointers for accessing data and evoking functions.</p> <p>Problem analysis and design using a structured, step-wise refinement approach.</p> <p>Structure charts as effective documentary aids for HLL programs.</p>

STUDENT AND ACADEMIC SERVICES

Introduction to the use of FSDs for event-driven applications, and the implementation of FSMs as FSTs.

Elementary introduction to the problems of multi-tasking.

Speed control for a small DC motor. Driving a stepper motor from a processor.

Use of make files and project configuration specs.

An introduction to data structures.

An introduction to object oriented concepts including classes, objects, inheritance and polymorphism.

Teaching and Learning Methods: This module will involve 6 hours contact time per fortnight. The time will be more or less equally divided between lecture sessions, laboratory sessions.

Contact time: 72 hours

Assimilation and development of knowledge: 148 hours

Exam preparation: 40 hours

Coursework preparation: 40 hours

Total study time: 300 hours

The module will be taught with a very strong emphasis on practical work and the development of understanding by numerous demonstrations and simple, progressive exercises.

The first half of the course will concentrate on teaching basic syntax and use of a structured, stepwise-refinement approach to design and implementation with exposure to structure charts and finite state diagrams.

The second half of the course will develop an understanding of the difficulties involved with I/O programming. Event driven programs will be implemented using finite state methods.

An extended case-study, supported by focussed laboratory based workshops, will allow the students to follow through an example application from design to implementation, and appreciate the relevance of all the component parts of the module syllabus.

Lectures will be used to introduce concepts, syntax and design methods. Laboratory sessions (workshops) will be used to practice and reinforce the students understanding of these. Students will be expected to work for an equivalent amount of their own time independently on the workshop material, and to independently read their reference book.

The module will be supported by the Faculty's Peer Assisted Learning (PAL) programme. Please see the Faculty web pages for more details of the programme.

Scheduled learning includes lectures and workshops.

Independent learning includes hours engaged with essential reading, assignment preparation and completion etc.

Part 3: Assessment

Assessment will be by practical exercises and a formal examination. This strategy has been chosen as the examination tests the student's knowledge of the theory that they require in order to be successful at the coursework, thus reducing the impact of issues such as collusion.

The coursework will be in the form of a portfolio of work with several practical exercises to be completed throughout the module run. There will be multiple opportunities for formative feedback. All associated learning outcomes will be assessed. A significant percentage of the marks will be awarded for the students demonstrating and explaining their work.

STUDENT AND ACADEMIC SERVICES

A formal examination will be used to enable the students to demonstrate their understanding of C programming and basic design. This examination will be set as a two hour paper.

First Sit Components	Final Assessment	Element weighting	Description
Set Exercise - Component B		50 %	Practical exercises involving the development of programme code.
Examination (Online) - Component A	✓	50 %	Online Examination (2 hours) 24 hour window
Resit Components	Final Assessment	Element weighting	Description
Set Exercise - Component B		50 %	Practical exercises involving the development of programme code.
Examination (Online) - Component A	✓	50 %	Online Examination (2 hours) 24 hour window

Part 4: Teaching and Learning Methods

Learning Outcomes	On successful completion of this module students will achieve the following learning outcomes:													
	<table border="1"> <thead> <tr> <th>Module Learning Outcomes</th> <th>Reference</th> </tr> </thead> <tbody> <tr> <td>Show a detailed knowledge of the C programming language</td> <td>MO1</td> </tr> <tr> <td>Demonstrate an understanding of finite state design</td> <td>MO2</td> </tr> <tr> <td>Demonstrate an understanding of structural design approaches</td> <td>MO3</td> </tr> <tr> <td>Demonstrate problem solving and programming skills</td> <td>MO4</td> </tr> <tr> <td>Understand the structures involved in both procedural and object oriented languages</td> <td>MO5</td> </tr> </tbody> </table>	Module Learning Outcomes	Reference	Show a detailed knowledge of the C programming language	MO1	Demonstrate an understanding of finite state design	MO2	Demonstrate an understanding of structural design approaches	MO3	Demonstrate problem solving and programming skills	MO4	Understand the structures involved in both procedural and object oriented languages	MO5	
Module Learning Outcomes	Reference													
Show a detailed knowledge of the C programming language	MO1													
Demonstrate an understanding of finite state design	MO2													
Demonstrate an understanding of structural design approaches	MO3													
Demonstrate problem solving and programming skills	MO4													
Understand the structures involved in both procedural and object oriented languages	MO5													
Contact Hours	<p>Independent Study Hours:</p> <table border="1"> <tbody> <tr> <td>Independent study/self-guided study</td> <td>228</td> </tr> <tr> <td>Total Independent Study Hours:</td> <td>228</td> </tr> </tbody> </table> <p>Scheduled Learning and Teaching Hours:</p> <table border="1"> <tbody> <tr> <td>Face-to-face learning</td> <td>72</td> </tr> <tr> <td>Total Scheduled Learning and Teaching Hours:</td> <td>72</td> </tr> </tbody> </table> <p>Hours to be allocated 300</p> <p>Allocated Hours 300</p>		Independent study/self-guided study	228	Total Independent Study Hours:	228	Face-to-face learning	72	Total Scheduled Learning and Teaching Hours:	72				
Independent study/self-guided study	228													
Total Independent Study Hours:	228													
Face-to-face learning	72													
Total Scheduled Learning and Teaching Hours:	72													
Reading List	The reading list for this module can be accessed via the following link:													

<https://uwe.rl.talis.com/modules/ufcff6-30-1.html>

Part 5: Contributes Towards

This module contributes towards the following programmes of study:

Computing {Foundation} [Sep][SW][Frenchay][5yrs] BSc (Hons) 2019-20

Computing {Foundation} [Sep][FT][Frenchay][4yrs] BSc (Hons) 2019-20