

# MODULE SPECIFICATION

Part 1: Information								
Module Title	Programming Languages Concepts [TSI]							
Module Code	UFCFLW-12-0		Level	Level 3				
For implementation from	2020-	2020-21						
UWE Credit Rating	12		ECTS Credit Rating	6				
Faculty		ty of Environment & nology	Field	Computer Science and Creative Technologies				
Department	FET [	ET Dept of Computer Sci & Creative Tech						
Module Type:	Stand	Standard						
Pre-requisites		None						
Excluded Combinations		None						
Co-requisites		None						
Module Entry Requirements		None						
PSRB Requirements		None						

### Part 2: Description

**Educational Aims:** The main aim of the module is to provide a systematic study of the principles of design, evaluation and use of modern programming languages. The module gives an overview of PL design principles and discusses theoretical issues of modern languages semantic and operating principles.

Outline Syllabus: Defining and problems of programming languages; Types of Programming Languages; The expressions in programming languages; The actions and statements in the programs; The syntax and grammars; Parsing and derivations; The grammar for expressions; Versions of grammars; Semantics of Programming Languages; Objects and data types; Scalar and array types; Records and sets; Pointers; Variable attributes; Data type conversions; Data type conversions; Introduction to the subroutines; Parameter-passing methods; Scopes and activations; Exception handling; Abstract data types; Object-oriented programming;

**Teaching and Learning Methods:** Learning and teaching will be provided to students in forms of lectures, practical classes and laboratory works. Lectures are supported by presentations published and available to the students on e.tsi.lv under the module section. Also, additional materials, like publications on the internet, videos etc will be presented in e.tsi.lv. Practical classes are devoted to solving and discussion of practical tasks, regarding grammar, scopes and activations, use of subroutines, parameter passing methods. Later, students' knowledge and understanding will be tested using control work (in written form).

#### Part 3: Assessment

This module assessment is split into two components (A – Exam, B – Practical Assignments): The practical assignment component should be completed individually (i.e. this is not group work) and represents 50% of final module mark.

A1: - final 2-hour closed books examination which covers theoretical aspects of the module

The practical assignments and labs has following elements

B2: - a sequence of in-class tests about module topics

B1: - a sequence of 4 individual assignments. For each assignment a report shall be provided by the student

First Sit Components	Final Assessment	Element weighting	Description
Examination - Component A	$\checkmark$	35 %	Examination
Portfolio - Component B		40 %	5 sequential laboratory works
In-class test - Component B		25 %	a series of tests on module topics
Resit Components	Final Assessment	Element weighting	Description
Examination - Component A		35 %	Written exam
Portfolio - Component B		40 %	5 sequential laboratory works

Part 4: Teaching and Learning Methods					
Learning Outcomes					
	Module Learning Outcomes	Reference			
	Know and use the basic principles and concepts that define the construction and application of programming language	MO1			
	Select PL for a specific software project, considering particularities of each programming language type	MO2			

## STUDENT AND ACADEMIC SERVICES

	To learn by themselves new programming languages, considering kno about common elements in PLs and PLs construction	MO3					
	Consider the cost of the development and application of PL in a particular	MO4					
	Understand limitations of various high-level languages		MO5				
	Understanding the PLs trends						
	Be able to track trends and directions in development of programming	MO7					
Contact Hours	Independent Study Hours:						
	Independent study/self-guided study	4	48				
	Total Independent Study Hours:	4	8				
	Scheduled Learning and Teaching Hours:						
	Face-to-face learning	3	2				
	Total Scheduled Learning and Teaching Hours:	3	2				
	Hours to be allocated	12	20				
	Allocated Hours	8	0				
Reading List	The reading list for this module can be accessed via the following link:						
	https://rl.talis.com/3/uwe/lists/0BB6B0D6-F000-5402-FFE2-100352C726B5.html?lang=en- gb&login=1						

## Part 5: Contributes Towards

This module contributes towards the following programmes of study:

Computer Science and Software Development [Oct][PT][TSI][5yrs] BSc (Hons) 2020-21 BSc (Hons) 2020-21

Computer Science and Software Development [Oct][FT][TSI][4yrs] BSc (Hons) 2020-21

Computer Science and Software Development [Feb][FT][TSI][4yrs] BSc (Hons) 2020-21

Computer Science and Software Development [Feb][PT][TSI][5yrs] BSc (Hons) 2020-21 BSc (Hons) 2020-21