



Module Specification

Object-Oriented Programming (Course Project) [TSI]

Version: 2023-24, v2.0, 17 Mar 2023

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Part 1: Information

Module title: Object-Oriented Programming (Course Project) [TSI]

Module code: UFCFVW-6-1

Level: Level 4

For implementation from: 2023-24

UWE credit rating: 6

ECTS credit rating: 3

Faculty: Faculty of Environment & Technology

Department: FET Dept of Computer Sci & Creative Tech

Partner institutions: Transport and Telecommunication Institute

Delivery locations: Not in use for Modules

Field: Computer Science and Creative Technologies

Module type: Module

Pre-requisites: None

Excluded combinations: None

Co-requisites: None

Continuing professional development: No

Professional, statutory or regulatory body requirements: None

Part 2: Description

Overview: Not applicable

Features: Not applicable

Educational aims: The aim of the module to teach students how to program and to let them develop the necessary skills of software development, using object-orientated paradigm.

Outline syllabus: Project assignment, work stages developing the project software, task analysis;

Software design, development & testing;

Documentation for software products (writing a project report paper)

Part 3: Teaching and learning methods

Teaching and learning methods: 6 hours of lectures are provided to students to explain assigned individual assignment, explain requirements and demonstrate past course paper and answer questions about assignment. Rest of time students are completing a course paper. Course paper is delivered as report which has programme code realised by students and description of the developed software using object-orientated paradigm. The report is delivered to the teaching staff using e.tsi.lv LMS. During semester dedicated consultations are available for students, around 1 consultation per week.

Module Learning outcomes: On successful completion of this module students will achieve the following learning outcomes.

MO1 Understand program lifecycle and program development stages

MO2 Use user interface development

MO3 Use object-orientated paradigm for software development

MO4 Use proper coding style, considering OOP paradigm

MO5 Apply basics of documenting software products

MO6 Use of development environments and debuggers for program creation and testing purposes

MO7 Use of development environment

Hours to be allocated: 60

Contact hours:

Independent study/self-guided study = 48 hours

Face-to-face learning = 32 hours

Total = 80

Reading list: The reading list for this module can be accessed at readinglists.uwe.ac.uk via the following link <https://rl.talis.com/3/uwe/lists/59B06D38-DF11-DEFB-9C91-A5074B26AEF8.html?lang=en-gb&login=1>

Part 4: Assessment

Assessment strategy: This module has no assessment strategy

Assessment components:

Written Assignment (First Sit)

Description: Course paper (provided in written form with code and with demonstration of the software)

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5, MO6, MO7

Written Assignment (Resit)

Description: Course paper (provided in written form with code and with demonstration of the software)

Weighting: 100 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5, MO6, MO7

Part 5: Contributes towards

This module contributes towards the following programmes of study:

Computer Science and Software Development {Double Degree} {Foundation} [TSI]
BSc (Hons) 2022-23

Computer Science and Software Development {Double Degree} [Feb][PT][TSI][5yrs]
BSc (Hons) 2021-22

Computer Science and Software Development {Double Degree} [Oct][PT][TSI][5yrs]
BSc (Hons) 2021-22