

<b>Module title</b>		<b>Abbreviation</b>
Introduction to Programming		10-GE-EinP-162-mo1
<b>Module coordinator</b>		<b>Module offered by</b>
holder of the Chair of Computer Science II		Institute of Computer Science
<b>ECTS</b>	<b>Method of grading</b>	<b>Only after succ. compl. of module(s)</b>
5	numerical grade	--
<b>Duration</b>	<b>Module level</b>	<b>Other prerequisites</b>
1 semester	undergraduate	--
<b>Contents</b>		
Data types, control structures, foundations of procedural programming, selected topics of C, introduction to object orientation in Java, selected topics of C++, further Java concepts, digression: scripting languages.		
<b>Intended learning outcomes</b>		
The students possess a fundamental knowledge about programming languages (in particular Java, C and C++) and are able to independently develop average to high level Java programs.		
<b>Courses</b> (type, number of weekly contact hours, language – if other than German)		
V (2) + Ü (2) Module taught in: German or English		
<b>Method of assessment</b> (type, scope, language – if other than German, examination offered – if not every semester, information on whether module is creditable for bonus)		
written examination (approx. 60 to 120 minutes). If announced by the lecturer at the beginning of the course, the written examination may be replaced by an oral examination of one candidate each (approx. 20 minutes) or an oral examination in groups of 2 candidates (approx. 15 minutes per candidate). Language of assessment: German and/or English creditable for bonus		
<b>Allocation of places</b>		
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<b>Additional information</b>		
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<b>Workload</b>		
150 h		
<b>Teaching cycle</b>		
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<b>Referred to in LPO I</b> (examination regulations for teaching-degree programmes)		
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<b>Module appears in</b>		
Bachelor' degree (1 major) Games Engineering (2016)		