## Module title

**Introduction to Programming**

### Abbreviation

10-GE-EinP-162-m01

## Module coordinator

holder of the Chair of Computer Science II

## Module offered by

Institute of Computer Science

## ECTS

5

## Method of grading

numerical grade

## Only after succ. compl. of module(s)

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## Duration

1 semester

## Module level

undergraduate

## Other prerequisites

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## Contents

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.

## Intended learning outcomes

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.

## Courses

(type, number of weekly contact hours, language — if other than German)

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Module taught in: German or English

## Method of assessment

(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

## Allocation of places

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## Additional information

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## Referred to in LPO I

(examination regulations for teaching-degree programmes)

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## Module appears in

Bachelor’ degree (1 major) Games Engineering (2016)