Module title	Abbreviation
Introduction to Programming (HCI)	10-HCI-B-EinP-242-m01

Module coordinator	Module offered by
holder of the Chair of Computer Science II	Institute of Human Computer Media

ECTS	Method of grading	Only after succ. compl. of module(s)
5	numerical grade	--

Duration	Module level	Other prerequisites
1 semester	undergraduate	--

Contents

The module teaches basic concepts of programming. This includes an introduction to object orientation, procedural programming, data types, and control structures. The lecture teaches the theory with practical examples in the programming languages Java, C, C++ as well as an excursus on scripting languages. In the exercise, students apply the theory practically and develop small to medium-sized, high-quality Java programs.

Intended learning outcomes

After participating in the module courses, students will be able to develop initial, small to medium-sized, high-quality Java programs. Students know basic concepts of programming and can apply them.

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

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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 (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).
creditable for bonus

Allocation of places

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Additional information

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Workload

150 h

Teaching cycle

Teaching cycle: only in winter semester

Referred to in LPO I (examination regulations for teaching-degree programmes)

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Module appears in

Bachelor's degree (1 major) Human-Computer-Interaction (2024)