Module Code	CSU11E03	
Module Name	Computer Engineering I	
ECTS Weighting ¹	5 ECTS	
Semester taught	Semester 2	
Module Coordinator/s	Assistant Professor Lucy Hederman	

Module Learning Outcomes with reference	On successful completion of this module, students should be able to:
to the Graduate Attributes and how they	LO1. Analyse simple programming problems;
are developed in discipline	 LO1. Analyse simple programming problems, LO2. Specify and design an algorithm to solve simple programming problems; LO3. Write C++ programmes to solve simple programming problems; LO4. Compile, run, test and debug C++ programmes; LO5. Select and use correctly appropriate control structures for specific programming sub-problems; LO6. Recognise the value of procedural abstraction and be able to use procedures to simplify programme design, hide detail and allow reuse of code; LO7. Use arrays where appropriate in the design and implementation of a programme; LO8. Predict the behaviour of a given C++ program that uses the concepts and constructs covered by the course.
	Graduate Attributes: levels of attainment To act responsibly - Introduced To think independently - Enhanced To develop continuously - Enhanced To communicate effectively - Not embedded

¹ TEP Glossary

Module Content	 This module aims to equip students with the skills to design and develop simple imperative programs. It provides a solid grounding in algorithm design and programming techniques, in preparation for later courses that require programming. Topics include Introduction to computers and computing; Programming, compiling and running programmes; Basic C++ programmes; expressions, variables and data types, assignment; Selection and the IF-ELSE statement; Iteration, WHILE loops and FOR loops; Programme design process, algorithms and pseudocode; Advanced control flow: nested loops, nested IFs, the switch statement Procedural abstraction, functions in C+ Arrays and array algorithms.
Teaching and Learning Methods	Recorded content, interactive lectures & programming laboratories.

Assessment Details ² Please include the following: • Assessment Component • Assessment description • Learning Outcome(s) addressed • % of total • Assessment due date	Assessment Component	Assessment Description	LO Addressed	% of total	Week due
	Weekly programming	11 weekly programming exercises carried out during laboratory sessions.	All	20%	Each teaching week.
	Weekly mini- quizzes	Weekly online quizzes to be completed after review of each week's material.	LO1, LO2, LO5, LO6, LO7, LO8	5%	Each teaching week.
	Mid-semester test	Online real-time test.	LO1, LO2, LO5	10%	Week 6
	End-of-semester exam	2 Hour In-lab real-time exam.	LO1, LO2, LO3, LO5, LO6, LO7, LO8	65%	ln exam period
Reassessment Requirements	3 hour In-lab real-ti	me exam 100%			
Contact Hours and Indicative Student Workload ²	Contact hours: 5533 hours lectures; 22 hours laboratories.Independent Study (preparation for course and review of materials): 20Independent Study (preparation for assessment, incl. completion of assessment): 35				
Recommended Reading List	Main text for the course: Required Texts C++ Programming: Program Design Including Data Structures, DS Malik, 6 th edition Cengage Learning, ISBN 978-1-133-52635-3 Or eBook version, http://www.cengagebrain.co.uk/shop/isbn/9781133526353				
Module Pre-requisite					
Module Co-requisite					

² TEP Guidelines on Workload and Assessment

Module Website	Blackboard
Are other Schools/Departments involved in the delivery of this module? If yes, please provide details.	School of Computer Science and Statistics
Module Approval Date	
Approved by	
Academic Year of Date	2024/2025