



# DD1310 Programming Techniques 6.0 credits

## Programmeringsteknik

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Course syllabus for DD1310 valid from Autumn 08

This is a translation of the Swedish, legally binding, course syllabus.

**Grading scale:** A, B, C, D, E, FX, F

**Education cycle:** First cycle

**Main field of study:** Information Technology, Technology

### Intended learning outcomes

The goal of the course is to give the students

- computer practice, ability to write well structured programs, and knowledge of fundamental computer concepts,
- practice in solving construction problems and in working in small groups as well as individually

so that they will

- consider computers and programming to be natural tools in the engineering work
- see the similarities between program construction and other types of construction work, and
- be able to do some programming.

### Course main content

Fundamental computer concepts.

Programming in a modern programming language (Python). Data structures. Simple graphics. Problem solving by dividing the problem into sub-problems. Program structuring. Several small programming exercises and one larger, individual programming exercise with emphasis on structuring and specification of the modules being used.

### Language of instruction

Language of instruction is specified in the course offering information in the course and programme directory.

### Eligibility

### Literature

Course literature will be announced at least 2 weeks before course start at course web page.

### Examination

- LAB1 - Laboratory Task, 1.5 credits, grading scale: P, F
- LAB2 - Laboratory Task, 1.5 credits, grading scale: P, F
- LAB3 - Laboratory Task, 3.0 credits, grading scale: A, B, C, D, E, FX, F

## Requirements for final grade

Programming assignments (LAB1; 1,5 university credits).

Programming assignments (LAB2; 1,5 university credits).

Programming assignments (LAB3; 3 university credits)