



DD1310 Programming Techniques 6.0 credits

Programmeringsteknik

Course syllabus for DD1310 valid from Autumn 09

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

Kurslitteratur meddelas senast 4 veckor före kursstart på kursens hemsida.

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

In this course all the regulations of the code of honor at the School of Computer science and Communication apply, see: http://www.kth.se/csc/student/hederskodex/1.17237?l=en_UK.