



DD1310 Programming Techniques 6.0 credits

Programmeringsteknik

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

If the course is discontinued, students may request to be examined during the following two academic years

Establishment

The official course syllabus is valid from the autumn semester 2024 in accordance with the decision from the director of first and second cycle education: J-2024-0731. Decision date: 2024-04-04

Grading scale

A, B, C, D, E, FX, F

Education cycle

First cycle

Main field of study

Information Technology, Technology

Specific prerequisites

Language of instruction

The language of instruction is specified in the course offering information in the course catalogue.

Intended learning outcomes

After passing the course, the student should be able to

- design programs without code repetitions
- divide a larger problem in manageable parts
- divide a program
- apply control structures
- design and present user friendly output
- create flexible applications
- choose appropriate names of identifiers
- design interactive programs
- use and design composite data types and classes
- transfer data between file and program
- review others' programs

in order to after the course

- be able to use programming to solve problems
- be able to apply the problem solving methodology also in other fields than programming
- be able to discuss software development with experts
- be able to assess programs in the magnitude on about five hundred rows of code
- independently and in a group be able to solve problems by designing programs of up to 500 lines in a modern programming language.

Course contents

Fundamental computer concepts.

Programming in a modern programming language (Python). Data structures and classes. Problem-solving through division into sub-problems. Program structuring. Several smaller programming assignments as well as one larger, individual programming assignment with strong emphasis on structuring and specification of included modules.

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

Based on recommendation from KTH's coordinator for disabilities, the examiner will decide how to adapt an examination for students with documented disability.

The examiner may apply another examination format when re-examining individual students.

The course has optional quizzes that will give bonus points to LAB2 if they are carried out within a specified time.

LAB2 is conducted as a computer exam.

LAB3 is an individual programming project.

Ethical approach

- All members of a group are responsible for the group's work.
- In any assessment, every student shall honestly disclose any help received and sources used.
- In an oral assessment, every student shall be able to present and answer questions about the entire assignment and solution.