

Course programme

Course code: IFI7314.DT	END-USER COMPUTING		
ECTS credits: 4	Amount of contact lessons: 24	Teaching semester: Fall	Assessment form: Pass/Fail
Course objectives:	<p>The goal of the course is to bring computer and programming skills to the level required by the studies. It focus on object oriented language principles and guide end-users towards application development practices.</p> <p>Provides necessary software development foundations. As well creates the necessary skills to be confident in the developing interactive systems.</p>		
Brief description of course content: (including the description of the independent work)	<p>This course comprises of two main parts:</p> <ol style="list-style-type: none"> 1. A technological part – related with implementing efficient applications. Specifically refers to the programming environments, language and standards. 2. The methodological part – necessary programming methods, techniques and processes to develop some interactive functionalities. As well as comprise of different approaches to tackle when developing applications. <p>Students will be expected to do practical exercises performed in class; and homework assignments performed in-between lessons.</p>		
Learning Outcomes:	Having successfully completed the course, students will be able to demonstrate programming skills and will be confident to develop and/or reuse basic interactive applications.		
Assessment Methods:	Pass or Fail assessment.		
Teacher(s):	Sónia Sousa, Ph.D.		
Subject name in Estonian:	Lõppkasutaja tarkvaraarendus		
Prerequisite subject(s):	None.		
Compulsory Literature:	There is no required literature in the sense of a physical book. A list of reading materials will be assigned by the teachers and provided on the course blog.		
Replacement Literature:	To be discussed with teacher. Lewis, John and Logus, William (2011) Java Software Solutions:		

	<p>Foundations of Program Design, 7/E Addison Wesley. Boston. ISBN13: 9780132149181. Deitel, Deitel, Paul and Deitel, Harvey (2011) Java How to Program, 9/e. Prentice Hall. Boston. ISBN-13: 9780132575669.</p>	
Participation and Exam requirements:	For students to pass: each student is required to attend 70% of the lessons, do the assignments and perform a practical exam and be graded 60% or more.	
Independent work:	Students will be expected to do practical exercises performed in class; and homework assignments performed in-between lessons.	
Grading criteria scale or the minimum level necessary for passing the subject:	The grading criteria: Individual assignments (25%), practical exam (50%), in class exercises (25%).	
Information about the course: (Topics by contact session, deadlines of independent works and exams/assessments times)	Date and time	Form of study and course content by topic
	09.09 (08:00– 10.00)	Programming languages - Variables [2h]
	23.09 (8.00 – 12.00)	Simple commands and syntax [4h]
	07.10 (08.00 – 10.00)	Condition statements [2h]
	21.10 (08.00 – 12.00)	Variables and Methods [4h]
	04.11 (08.00 – 10.00)	Loop statements [2h]
	18.11 (08.00 – 12.00)	Classes and Objects [4h]
	02.12 (08.00 – 10.00)	Lessons review [2h]
	16.12 (8.00-12.00)	Present his/her assignments + Exam [4h]

Teaching Unit in charge:	School of Digital Technologies
Course programme is prepared by:	Sónia Sousa
Date:	14.08.16