

Course Title: **programming 1** 

Course Code: CS1005

Program: Computer Science

Department: Computer Science & Engineering

**College: Computer Science and Information Technology** 

Institution: Al Baha University

Version: v1.0

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## A. General information about the course:

Course Id	entificatio	)n			
1. Credit	hours:	4			
2. Course	type				
a. Unive	rsity 🗆	College ⊠	Department□	Track□	Others□
b. Requir	red ⊠	Elective□			
3. Level/y offered: 3/		ich this course i	S		
This course principles develop a	e is desigr of prograr practical u	nming. Upon suc nderstanding and	dents with an over cessful completion competency in va- uilt-in functions, Cl	of the course, the riables, data type	he student will es, arithmetic, and
		ts for this course outing and algorit	• /		
6. Co- rec	quirement	ts for this course	(if any):		
<ul><li>Dispro</li><li>De</li><li>Co</li><li>Em</li><li>De</li><li>Co</li></ul>	roduce the stinguish to perly. velop a prode program ploy the refine and indeprogram de program de program de program to the program de program to the stinguistic de program de	history and conc	pping techniques. tions. void methods. ay.	_	I use them

1. Teaching mode (mark all that apply)

No	Mode of Instruction	Contact Hours	Percentage
1.	Traditional classroom	33	60%
2.	E-learning		
3.	<ul><li>Hybrid</li><li>Traditional classroom</li><li>E-learning</li></ul>		
4.	Distance learning		
5.	Lab	22	40%





#### 2. Contact Hours (based on the academic semester)

No	Activity	Contact Hours
1.	Lectures	33
2.	Laboratory/Studio	22
3.	Field	
4.	Tutorial	
5.	Others (specify)	
	Total	55

# B. Course Learning Outcomes (CLOs), Teaching Strategies and Assessment Methods

Code	Course Learning Outcomes	Code of CLOs aligned with the program	Teaching Strategies	Assessment Methods
1.0	Knowledge and understanding			
1.1	Explain the history and concept of programming.	K1	<ul> <li>Lecture</li> </ul>	<ul><li>Midterm exam</li><li>Final Exam</li></ul>
2.0	Skills			
2.1	Distinguish the differences between data types and operators and use them properly.	S2	<ul><li>Tutorials</li><li>Lectures</li><li>Exercises</li></ul>	<ul><li>Midterm exam</li><li>Lab Exam</li><li>Final Exam</li></ul>
2.2	Develop a program that has conditions.	S2	<ul><li>Tutorials</li><li>Lectures</li><li>Exercises</li></ul>	<ul><li>Assignment</li><li>Lab Exam</li><li>Final Exam</li></ul>
2.3	Code program that utilizes looping techniques.	S2	<ul><li>Tutorials</li><li>Lectures</li><li>Exercises</li></ul>	<ul><li>Assignment</li><li>Lab Exam</li><li>Final Exam</li></ul>
2.4	Employ the main built-in functions.	S2	<ul><li>Tutorials</li><li>Lectures</li><li>Exercises</li></ul>	<ul><li>Assignment</li><li>Lab Exam</li><li>Final Exam</li></ul>
2.5	Create value and void methods.	S1	<ul><li>Tutorials</li><li>Lectures</li><li>Exercises</li></ul>	<ul><li>Midterm exam</li><li>Lab Exam</li><li>Final exam</li></ul>
2.6	Code program that utilizes arrays.	S2	<ul><li>Tutorials</li><li>Lectures</li><li>Exercises</li></ul>	<ul><li>Assignment</li><li>Lab Exam</li><li>Final Exam</li></ul>
3.0	Values, autonomy, and responsi	bility		
3.1	Participate in class\lab discussions.	V1	<ul> <li>Class\lab discussion</li> </ul>	<ul><li>Rubric</li></ul>





Code	Course Learning Outcomes	Code of CLOs aligned with the program	Teaching Strategies	Assessment Methods

#### C. Course Content

No	No List of Topics	
1.	Introduction	3
2.	Elementary Programming	7
3	Selections	10
4	Built-in Functions	5
5	Loops	10
6	Methods	10
7	Arrays	10
	Total	50

#### **D. Students Assessment Activities**

No	Assessment Activities *	Assessment timing (in week no)	Percentage of Total Assessment Score
1.	Midterm exam	5	20%
2.	Assignment/Discussion	10-11	20%
3.	Lab exam	12	20%
4	Final exam	13	40%

<sup>\*</sup>Assessment Activities (i.e., Written test, oral test, oral presentation, group project, essay, etc.)





## E. Learning Resources and Facilities

## 1. References and Learning Resources

Essential References	"Introduction to Java Programming, Comprehensive" by D. Liang, Pearson, 2015.		
Supportive References	"Introduction to Java Programming and Data Structures, Comprehensive Version" by D. Liang, Pearson, 2019. "Introduction to Programming Using Java" by D. J. Eck, 2019 "Think Java: How to Think Like a Computer Scientist" by A. Downey, C. Mayfield, Green Tea Press, 2016.		
Electronic Materials	<ul> <li>For API:         <ul> <li>https://docs.oracle.com/javase/8/docs/api/</li> </ul> </li> <li>For tutorials:         <ul> <li>Java:</li></ul></li></ul>		
Other Learning Materials	Sololearn (mobile app) or similar		

### 2. Required Facilities and equipment

Items	Resources
facilities (Classrooms, laboratories, exhibition rooms, simulation rooms, etc.)	All the lectures should be in a well-prepared lab that can accommodate 25 students at most.
Technology equipment (projector, smart board, software)	<ul> <li>A digital image projection system with a connection to a computer.</li> <li>High-speed Internet connection.</li> <li>An instructor computer station.</li> <li>An application to manage labs and learning sessions (e.g. NetSupport School).</li> </ul>
Other equipment (depending on the nature of the specialty)	None

## F. Assessment of Course Quality

Assessment Areas/Issues	Assessor	Assessment Methods
Effectiveness of teaching		
Effectiveness of students' assessment	<ul> <li>Students</li> </ul>	<ul><li>Survey (indirect)</li></ul>



Assessment Areas/Issues		Assessor		Assessment Methods
		Exam Evaluation	•	Exam Review (direct)
		Committee Course Coordinator		Review of course file (direct)
Quality of learning resources		Faculty Students		Survey (indirect)
The extent to which CLOs have been	•	Faculty		Exams (direct)
achieved		Program Leaders or Course Coordinator		Exit Exams (direct)
Other				

Assessor (Students, Faculty, Program Leaders, Peer Reviewer, Others (specify)
Assessment Methods (Direct, Indirect)

## G. Specification Approval Data

COUNCIL /COMMITTEE										Е		
REFERENCE NO.	ENCE NO.	REFERENCE NO.	ERENC	FEREN	EFERE	EFERI	RENC	NCE	CE	NC	O.	
DATE		DATE	ГЕ	ГЕ	ATE	ATE						

