



WCOM115

Introduction to Computer Programming

MUIC Term 5 2016

Macquarie University International College

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Disclaimer

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General Information

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Credit points

3

Prerequisites

Corequisites

Co-badged status

Unit description

This unit is an introductory computer science unit, providing a practical introduction to basic computing and programming concepts. Students gain an understanding of, and practical experience in, computer programming; practical experience in implementing informal prose descriptions of problem solutions using an imperative language; an understanding of, and practical experience in, designing, coding, testing and debugging simple algorithms; and an understanding of the principle of incremental development. Other topics include: the concept of program correctness; the differences between high-level languages, assembly languages and machine languages; the role played by compilers; and the execution of programs by computer hardware. Together with ISYS114 Introduction to Systems Design and Data Management, this unit forms the entry point for mainstream computing units.

Important Academic Dates

Information about important academic dates including deadlines for withdrawing from units are available at <https://www.mq.edu.au/study/calendar-of-dates>

Learning Outcomes

On successful completion of this unit, you will be able to:

- Describe the main components of a computer system and the role that different kinds of programming language play in computer software development
- Apply problem solving skills to develop algorithms that solve small to medium-sized computational problems
- Use an imperative programming language to implement these algorithms and document, debug and test the implementations using standard software engineering practices.
- Identify and describe ethical issues that arise in the application of information technology
- Use discipline specific terminology to communicate concepts and ideas relevant to this unit

General Assessment Information

Requirements to Pass

In order to pass this unit a student must obtain a mark of 50 or more for the unit (i.e. obtain a passing grade P/ CR/ D/ HD).

Students must also pass any hurdle assessments as stipulated in the Assessment Section of this Unit Guide.

For further details about grading, please refer to [Schedule 1](#) of the [Assessment Policy](#).

Grading

The College will award common result grades as specified in [Schedule 1](#) of the [Assessment Policy](#).

Students will receive criteria and standards for specific assessment tasks, which will be aligned with the grading descriptors given in [Schedule 1](#).

The attainment (or otherwise) of learning outcomes for a unit of study will be reported by grade and mark which will correspond to the Schedule 1 and be as outlined below.

Grade	Mark Range	Outcome	Description
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HD	High Distinction	85-100	Pass	Provides consistent evidence of deep and critical understanding in relation to the learning outcomes. There is substantial originality, insight or creativity in identifying, generating and communicating competing arguments, perspectives or problem solving approaches; critical evaluation of problems, their solutions and their implications; creativity in application as appropriate to the program.
D	Distinction	75-84	Pass	Provides evidence of integration and evaluation of critical ideas, principles and theories, distinctive insight and ability in applying relevant skills and concepts in relation to learning outcomes. There is demonstration of frequent originality or creativity in defining and analysing issues or problems and providing solutions; and the use of means of communication appropriate to the program and the audience.
CR	Credit	65-74	Pass	Provides evidence of learning that goes beyond replication of content knowledge or skills relevant to the learning outcomes. There is demonstration of substantial understanding of fundamental concepts in the field of study and the ability to apply these concepts in a variety of contexts; convincing argumentation with appropriate coherent justification; communication of ideas fluently and clearly in terms of the conventions of the program.
P	Pass	50-64	Pass	Provides sufficient evidence of the achievement of learning outcomes. There is demonstration of understanding and application of fundamental concepts of the program; routine argumentation with acceptable justification; communication of information and ideas adequately in terms of the conventions of the program. The learning attainment is considered satisfactory or adequate or competent or capable in relation to the specified outcomes.
F	Fail	0-49	Fail	Does not provide evidence of attainment of learning outcomes. There is missing or partial or superficial or faulty understanding and application of the fundamental concepts in the field of study; missing, undeveloped, inappropriate or confusing argumentation; incomplete, confusing or lacking communication of ideas in ways that give little attention to the conventions of the program.
FA			Did Not Attend	Student has failed the compulsory attendance component of assessment

Final Grades not receiving a mark because the student has withdrawn after the Census Date not submitted or completed one or more components of the assessment, has been awarded a supplementary assessment or because of an unresolved matter such as allegations of academic misconduct are outlined in [Schedule 1](#).

Where to find information about assessment

General assessment information including the number and nature of assessments, due dates and weightings has been provided in this unit guide.

Specific assessment information including assignment instructions, questions, marking criteria and rubrics as well as examples of relevant and related assessment tasks and responses will be available in the Assessment section on iLearn. For units that have final examinations, students may access past final exam papers using [MultiSearch](#).

Student Responsibilities

As per the [Assessment Policy](#), students are responsible for their learning and are expected to:

- actively engage with assessment tasks, including carefully reading the guidance provided, understanding criteria, spending sufficient time on the task and submitting work on time;
- read, reflect and act on feedback provided;
- actively engage in activities designed to develop assessment literacy, including taking the initiative where appropriate (e.g. seeking clarification or advice, negotiating learning contracts, developing grading criteria and rubrics);
- provide constructive feedback on assessment processes and tasks through student feedback mechanisms (e.g. student surveys, suggestions for future offerings, student representation on committees);
- ensure that their work is their own; and
- be familiar with University policy and College procedures and act in accordance with those policy and procedures.

Submission of Assessment Tasks

Assessments must be submitted in accordance with instructions provided in this unit guide. Assessment tasks which have not been submitted as required will not be marked; they will be considered a non-submission and zero marks will be awarded for the task.

Extensions & Late Submissions

Extensions will only be granted as a result of a Disruptions to Studies Notification for which special consideration has been awarded. To apply for an extension of time for submission of an assessment item, students must submit their Disruptions to Studies notification via ask.mq.edu.au **U**.

Late submissions without an approved extension are possible but will be penalised at 20% per 24 hour period or thereof up to 4 days (weekend inclusive).

Example: An assignment is due at 5:00 pm on a Friday and is marked out of 100 marks.

- If a student submits at 5:02 pm on the Friday and no Disruptions to Studies or special consideration is granted, a penalty of 20% of the total marks possible (20 marks) will be deducted from their result.
- If the student submits the assignment on Sunday and no Disruptions to Studies or special consideration is granted, then a penalty of 40% (40 marks) will be deducted and so on.
- If a student submits an assessment task 5 or more days after the due date and no Disruptions to Studies or special consideration is granted, a record of submission will be

made but the student will receive zero marks for the assessment task.

Retention of Originals

It is the responsibility of the student to retain a copy of any work submitted. Students must produce these documents upon request. Copies should be retained until the end of the grade appeal period each term.

In the event that a student is asked to produce another copy of work submitted and is unable to do so, they may be awarded zero (0) for that particular assessment task.

Requests for original documentation will be sent to the applicant's student email address within six (6) months of notification by the student. Students must retain all original documentation for the duration of this six (6) month period and must supply original documents to the University within ten (10) working days of such a request being made.

Final Examinations

Final examinations will typically take place or be due in Week 6 or Monday of Week 7. For unit specific details please refer to Assessment section of this unit guide.

All students must be available up until and including Monday of Week 7 to undertake final examinations.

The University will publish [College Final Examination Timetable](#) at least 4 weeks before the commencement of the final examination period and students will be able to access their final examination schedule in Week 3 of the Term.

Final Examination Requirements

As per Schedule 4 of the Assessment Policy, students will be responsible for:

- checking the final examination timetable
- knowing the examination location (including seat number allocation) and arriving at allocated examination venue on time.
- knowing the structure and format of the examination
- adhering to the final examination timetable
- ensuring they are available for the full duration of the final examination period and supplementary examination period.

Details of the structure and format of the final examination paper will be made available to students prior to the start of the final examination period. This detail will include:

- a copy of the examination coversheet, giving the conditions under which the examination will be held
- information on the types of questions the examination will contain, and
- an indication of the unit content the paper may examine.

Students must follow directions given by the Final Examination Supervisor.

Students will be required to present their Macquarie University Campus Card as photographic proof of identity for the duration of the final examination.

Students are not permitted to:

- enter a final examination venue once one hour from the time of commencement (excluding any reading time) has elapsed
- leave a final examination venue before one hour from the time of commencement (excluding any reading time) has elapsed
- leave a final examination venue during the last 15 minutes of the examination
- be readmitted to a final examination venue unless they were under approved supervision during the full period of their absence
- obtain, or attempt to obtain, assistance in undertaking or completing the final examination script
- receive, or attempt to receive, assistance in undertaking or completing the final examination script (Unless an application for reasonable adjustment has been approved)
- communicate in any way with another student once they have entered the final examination venue

Missed assessments and examinations

The University recognises that students may experience unexpected events and circumstances that adversely affect their academic performance in assessment activities, for example illness.

In order to support students who have experienced a serious and unavoidable disruption, the University will provide affected students with an additional opportunity to demonstrate that they have met the learning outcomes of a unit. An additional opportunity provided under such circumstances is referred to as special consideration.

In order to be eligible for special consideration students must submit Disruption to Studies Notification via ask.mq.edu.au within five (5) working days of the commencement of the disruption and attach appropriate supporting evidence.

Where special consideration is granted the student will be given and an additional opportunity to demonstrate that they have met the learning outcomes of a unit in the form of a alternative or supplementary assessment task or extension.

Please refer to the [Disruption to Studies Policy](#) or the Disruptions to Studies section under Policies and Procedures below.

Supplementary Examinations

The supplementary examination period will span across Week 7 of the Term and Week 1 of the subsequent teaching term. Students who have lodged a Disruptions to Studies must be available to undertake examinations during the supplementary examination period.

Results for supplementary exams may not be available for up to two weeks following the

supplementary examination. Students in their final term of study who undertake supplementary final exams should note that formal completion of their Program will not be possible until supplementary results are released and this may impact on their ability to enrol in subsequent programs of study on time.

Accessing your Results

Students will be able to view their results for internal assessments via the Grades section in [iLearn](#).

Grades (e.g. HD, D, CR, P, F) for all assessment tasks will be released to students once marking has concluded. Marks for individual assessments may be released as well.

Final results for the unit will be released at 00:01 on Friday of Week 7. Students will be able to view their final result for the unit via [eStudent](#).

Calculating your GPA

A Grade Point Average (GPA) is a calculation that reflects the overall grades of a student in a coursework program. Please refer to the [GPA Calculator](#).

Obtaining Feedback

Teaching staff will provide students with feedback about their academic progress and performance in assessment tasks or a unit of study. Where relevant, other staff such as Senior Teachers, Program Managers and members of the Student Administration and Services Team will provide feedback and advice to students about their performance in a program of study. Feedback may be provided to individual students, a group of students or a whole class and it may be written or verbal in nature.

Some examples of feedback include:

- Teaching staff member reviewing a draft submission and giving a student advice on how to improve their work before making a final submission
- Teaching staff member telling a class that they need to improve their editing of grammar in their recently submitted assignment.
- Teaching staff member discussing progress of an individual student before census date to allow the student to decide whether they should remain enrolled in the unit.
- Online feedback via announcements or forums, an online marking rubric or various iLearn activities employed in a unit
- Written marks and comments on a marking sheet or essay.
- Recorded voice comment provided in response to an essay submitted online.
- Student Services officer telling a student that they should consider withdrawing from a unit because they have missed too many classes to be able to catch up.

It is a student's responsibility to act promptly on feedback and advice provided.

If you are unsure how feedback has been or will be provided, or you feel that feedback provided

is not sufficient, you must approach relevant teaching or administrative staff and request additional feedback in a timely manner during the term. Students may seek general feedback about performance in a unit up to 6 months following results release.

Contacting Teaching Staff Obtaining Help

Students may contact teaching staff at any time during the term by using the contact details provided in this guide. Students should expect a response within 1-2 business days. Teaching staff are unable to accept assessment submissions via email, all assessments must be submitted as outlined in the unit guide.

For all university related correspondence, students must use their official Macquarie University student email account which may be accessed via the [Macquarie University Student Portal](#). Inquiries from personal email accounts will not be attended to.

Academic Honesty

Using the work or ideas of another person, whether intentionally or not, and presenting them as your own without clear acknowledgement of the source is called [Plagiarism](#).

Macquarie University promotes awareness of information ethics through its [Academic Honesty Policy](#). This means that:

- all academic work claimed as original must be the work of the person making the claim
- all academic collaborations of any kind must be acknowledged
- academic work must not be falsified in any way
- when the ideas of others are used, these ideas must be acknowledged appropriately.

All breaches of the [Academic Honesty Policy](#) are serious and [penalties](#) apply. Students should be aware that they may fail an assessment task, a unit or even be excluded from the University for breaching the Academic Honesty Policy.

Turnitin

To uphold principles of Academic Honesty, Macquarie University employs online anti-plagiarism Software called [Turnitin](#). Turnitin compares electronically submitted papers to a database of academic publications, internet sources and other student papers that have been submitted to the system to identify matching text. It then produces an Originality Report which identifies text taken from other sources, and generates a similarity percentage. Teaching staff will use the report to judge whether plagiarism has occurred and whether penalties should apply for breaches of the Academic Honesty Policy.

All text based assessments must be submitted through Turnitin as per instructions provided in the unit guide. It is the student's responsibility to ensure that work is submitted correctly prior to the due date. No hard copies of assessments will be accepted and only Turnitin records will be taken as records of submission.

Multiple submissions may be possible via Turnitin prior to the final due date and time of an assessment task and originality reports may be made available to students to view and check their work.

There is no set percentage which indicates whether plagiarism has occurred; all identified matching text should be reconsidered carefully. If plagiarism has occurred or is suspected and resubmission is possible prior to the due date, students are advised to edit their work before making a final submission. Help may be sought from teaching staff. Students may also access [research resources](#) provided by the library or [Learning Skills](#).

Students should note that the system will not immediately produce the similarity score on a second or subsequent submission - it will take 24-36 hours for the report to be generated. This may be after the due date so students should plan any resubmissions carefully.

Please refer to these instructions on [how to submit your assignment through Turnitin](#) and access similarity reports and feedback provided by teaching staff.

Should you have questions about Turnitin or experience issues submitting through the system, you must inform your teacher immediately. If the issue is technical in nature may also lodge a [On eHelp](#) Ticket, refer to the [IT help page](#).

Assessment Tasks

Name	Weighting	Due
Assignment One	10%	Week 3, Lesson 2
In-class exercises	12%	Week 1 L2 to Week 6 L1
Assignment Two	18%	Week 6, Lesson 1
Module Exams	60%	Ongoing

Assignment One

Due: **Week 3, Lesson 2**

Weighting: **10%**

The assignments are programming exercises that allow skills to be demonstrated by solving a more substantial problem than in the in-class exercises. Assignment One is a relatively simple exercise that is designed to begin building competency in using the Processing language to solve problems. This is an individual task. Students submit their assignment files to the provided links in iLearn. Feedback will be provided via iLearn.

Please refer to late submission section above

On successful completion you will be able to:

- Apply problem solving skills to develop algorithms that solve small to medium-sized computational problems
- Use an imperative programming language to implement these algorithms and document, debug and test the implementations using standard software engineering practices.

- Use discipline specific terminology to communicate concepts and ideas relevant to this unit

In-class exercises

Due: **Week 1 L2 to Week 6 L1**

Weighting: **12%**

In-class exercises will alternate between a quiz and practical submission. Duration of quizzes and time allocated to complete the practical task will vary based on complexity of the problem, but will be between 30 minutes and 1 hour. This is an individual task. Students submit their assignment files to the provided links in iLearn. Students will also be asked to present their answers during the marking process in class. Feedback will be provided in class.

Please refer to late submission section above.

On successful completion you will be able to:

- Apply problem solving skills to develop algorithms that solve small to medium-sized computational problems
- Use an imperative programming language to implement these algorithms and document, debug and test the implementations using standard software engineering practices.
- Use discipline specific terminology to communicate concepts and ideas relevant to this unit

Assignment Two

Due: **Week 6, Lesson 1**

Weighting: **18%**

Assignment Two builds on the first assignment and the practical work to reinforce the basics of programming and includes some of the more advanced aspects that are covered in the second half of the unit. This is an individual task. Students submit their assignment files to the provided links in iLearn. Feedback will be provided via iLearn.

Please refer to late submission section above.

On successful completion you will be able to:

- Apply problem solving skills to develop algorithms that solve small to medium-sized computational problems
- Use an imperative programming language to implement these algorithms and document, debug and test the implementations using standard software engineering practices.
- Use discipline specific terminology to communicate concepts and ideas relevant to this unit

Module Exams

Due: **Ongoing**

Weighting: **60%**

The module examinations ask students to answer conceptual questions about the course material as well as solve simple programming problems.

There are six module examinations. The first five module examinations are each offered twice during the semester. The first time of each of the module exams 1-5 is scheduled in a lesson. The second time is scheduled as the final exam. The exam mark for each module is worth 10% of the final mark for this unit. A student's final mark for a module is the higher mark he/she achieved in either of the attempts for that module exam. The sixth module exam (worth 10%) is offered only in the final exam.

Students must attain 40% or more in each of the module exams for module exams 1-5 in order to pass the unit. As this is a hurdle assessment, all students will be given two opportunities to obtain 40% or more in each of the first five module exams. The first attempt will be in the scheduled lesson and the second attempt will be in the final examination. No further opportunities will be granted unless the student has an approved Disruptions to Studies Application. Failure to attempt a module exam in a scheduled lesson without an approved Disruption to Studies will mean that the student has exhausted their first attempt at the hurdle and only one further opportunity to pass the hurdle in the final examination will remain.

- Module Exam 1 – First attempt: Week 1 Lesson 4, Second attempt in final exam.
- Module Exam 2 – First attempt: Week 2 Lesson 4, Second attempt in final exam.
- Module Exam 3 – First attempt: Week 3 Lesson 4, Second attempt in final exam.
- Module Exam 4 – First attempt: Week 4 Lesson 4, Second attempt in final exam.
- Module Exam 5 – First attempt: Week 5 Lesson 4, Second attempt in final exam.
- Module Exam 6 – First and only attempt in final exam. Please note, Module Exam 6 is not a hurdle.

On successful completion you will be able to:

- Describe the main components of a computer system and the role that different kinds of programming language play in computer software development
- Apply problem solving skills to develop algorithms that solve small to medium-sized computational problems
- Use an imperative programming language to implement these algorithms and document, debug and test the implementations using standard software engineering practices.
- Identify and describe ethical issues that arise in the application of information technology
- Use discipline specific terminology to communicate concepts and ideas relevant to this

unit

Delivery and Resources

Term Dates & College Calendar

Details of key dates during the term can be found on the [Important Dates](#) calendar.

Enrolment and Timetables

General timetable information is available via Macquarie University's [Timetable page](#).

Students will be able to enrol in units and register for classes via [eStudent](#) and also view their personal timetable. It is the student's responsibility to ensure that classes they have registered for do not clash.

Students are only permitted to attend classes in which they have registered via eStudent, unless they have written approval from the Students Services and Administration Manager. To seek approval, students must email muic@mq.edu.au or speak to a member of the Student Services and Administration Team at E3A Level 2 Reception. Approval will only be granted in exceptional circumstances.

Swapping groups is not possible after the enrolment period has concluded. The last day to do so is Tuesday of Week 1 and this must be finalised by the student in [eStudent](#) by the end of the day.

Attendance Requirements – All Students

All students are expected to attend 100% of scheduled class time.

Attendance will be monitored in each lesson & students will be able to see their current attendance percentage to date and potential attendance percentage for each unit they have enrolled in via [iLearn](#).

- **Current attendance Percentage** will reflect the percentage of classes a student has attended so far (based only on the lessons held to date).
- **Potential Attendance Percentage** will reflect the percentage of classes a student can potentially attend by the end of the term, taking into consideration lessons attended and assuming the student also attends all future lessons scheduled (based only on the total number of lessons in the Term).

Where a student is present for a part of a lesson (for example arrives late, leaves early, leaves the class frequently or for lengthy periods, engages in inappropriate or unrelated activities or does not participate actively in the majority of the lesson) the teacher reserves the right to mark a student absent for that part of the lesson.

In cases of unavoidable non-attendance due to illness or circumstances beyond their control, students should lodge a [Disruption to Studies](#) Notification via ask.mq.edu.au within 5 working days and supply relevant supporting documentation, even if they have not missed a formal assessment task. This will ensure that that appropriate records of unavoidable absences can be

kept.

Public Holidays and Make-up Lessons

If any scheduled class falls on a public holiday a make-up lesson may be scheduled on an alternate day. Attendance will be taken for any scheduled make-up lessons. Where a make-up lesson is scheduled, students will be informed in class and via iLearn.

If appropriate, teaching staff may instead organise an online make-up lesson requiring students to complete additional activities outside of class. Students will be informed of any such arrangements in class and/or via iLearn.

Technology Used and Required

- Access to internet (Available on Campus using Macquarie [OneNet](#) and in designated E3A Self-Access Computer Laboratories)
- [iLab](#) - iLab is Macquarie University's personal computer laboratory on the Internet, enabling students to use the Microsoft Windows applications they require to do their university work from anywhere, anytime, on anything.
- Access to [iLearn](#)
- Access to Macquarie University [Library catalogue \(MultiSearch\)](#)
- Access to Microsoft Office Suite (available in E3A Self-Access Computer Laboratories and via [iLab](#))

iLearn

[iLearn](#) is Macquarie's online learning management system and a principal teaching and learning resource which will be used throughout the term. Students must access iLearn at least 3 times per week to access important information including:

- Announcements and News Forums - Teaching staff will communicate to the class using iLearn announcements. Announcements may also be emailed to students' Macquarie University email address but students should check the News Forum regularly.
- Attendance – current and potential attendance percentage for the Term.
- Unit Guide and staff contact details
- Set unit readings available through [MultiSerach](#) (library).
- Lesson materials and recordings where available
- Learning and teaching activities and resources, questions and solutions
- Assessment instructions, questions, marking criteria and sample tasks
- Assessment submission links such as Turnitin
- Links to support materials and services available at the University
- Evaluation Surveys for the unit

For any resource related iLearn questions contact your teacher. For any technical or support

issues using iLearn, please contact the IT helpdesk (Ph. 02 9850 4357) or lodge a ticket using [OneHelp](#).

Useful Study Resources

[StudyWise](#) is an iLearn resource created by Learning Skills, which is specifically designed to help you to manage your studies, strengthen your study techniques, write effective assignments and improve your English language proficiency. Once you enrol in StudyWISE, you can access it from your iLearn course list under the category "Student Support".

[InfoWise](#) will help you improve your research skills by teaching you how to use MultiSearch, decode citations, identifying key search terms and use advanced search techniques.

[Lib Guides](#) provide students with links to electronic sources and websites that are good starting points for research in different fields or disciplines.

[MultiSearch](#) will connect you to Macquarie University Library and allow you to search library resources, databases, unit readings and past exam papers

[Academic Language and Learning Workshops](#) are designed to help you with Study Skills, Assignment Writing, Referencing and Academic Language

[Research resources](#) provide information about:

- [Researching for your assignments](#)
- How to [manage your references](#)
- [Referencing style guides](#)
- [Subject and research guides](#)

Unit Schedule

The unit is broken into six modules

- Pixels and Variables (PV)
- Conditionals (C)
- Loops (L)
- Functions (F)
- Arrays and Strings (AS)
- Program Design and Problem Solving (PDPS)

Each of the first 5 module (PV, C, L, F, AS) cover one skill which is absolutely necessary to program a computer. Thus each student must demonstrate a satisfactory performance in each of these modules to pass the course. Satisfactory performance in a module is defined in the assessment tasks section. The final module (PDPS) synthesises the skills learned in the other modules. Student performance in this module is important to their final grade and to

demonstrate they have reached the level of mastery required to pass, but less than satisfactory performance in this module does not preclude a student from passing (as it does for the other modules).

Lesson	Topic	Learning objectives	Learning outcomes addressed	Module exams	Resources required (textbook readings)	Assignment dates
1.1	Introduction to the unit, Pixels, Shapes (Pixels and variables – 1)	Develop an understanding of computer system, components, and software execution. Introduce the notion of drawing as a computation process.	1, 2, 3		Chapter 1, Chapter 2	
1.2	Data types, variables, arithmetic operators, animation (Pixels and variables – 2)	Introduce the process of generating animation using sequential images, need to remember status indicators such as locations, speeds, size; and storing them in appropriately-typed variables.	1, 2, 3		Chapters 3, 4	In-class exercises
2.1	Expressions, computations (Pixels and variables – 3)	Develop an understanding of arithmetic operators, precedence, expression types.	1, 2, 3, 5		Chapters 3, 4	Assignment 1 released In-class exercises
2.2	Conditionals	Introduce decision-making capabilities in the form of conditional statements Pre-Census Feedback	1, 2, 3, 5		Chapter 5	In-class exercises
3.1	Loops - 1	Introduce capability to perform repetitive tasks often required in projects such as drawing chess grids or patterns or iterating through a sequence of numbers	1, 2, 3, 5	PV, C	Chapter 6	In-class exercises
3.2	Loops - 2, Functions - 1	Discuss some more advanced repetition structures and Introduce the notion of <i>functions</i> that enable us to write a piece of code that performs a specific job and use that at multiple places in the program	1, 2, 3, 5		Chapter 6, 7	Assignment 1 due In-class exercises
4.1	Functions - 2	Extend the discussion on functions and demonstrate some more clever uses of the same, for example, nested function calls.	1, 2, 3, 5	PV, C, L	Chapter 7	Assignment 2 released In-class exercises
4.2	Program Design & Problem Solving - 1, Ethics in IT	Describe standard software development techniques such as top-down and incremental. Discuss the role of ethics in the context of information technology.	1, 2, 3, 4, 5		Chapter 10	In-class exercises

5.1	Arrays and Strings - 1	Demonstrate the need to remember multiple values, that are all members of a set. Introduce arrays and strings as programming structures that enable us to remember these values and operate on them when required.	1, 2, 3, 5	L, F, AS	Chapters 9, 17	In-class exercises
5.2	Arrays and Strings - 2	Demonstrate advanced uses of arrays such as passing arrays to functions and functions returning an array.	1, 2, 3, 5		Chapters 9, 17	In-class exercises
6.1	Program Design and Problem Solving - 2	Describe a systematic process of program design and problem solving through a live project development.	1, 2, 3, 5	F, AS, PDPS	Chapter 10	Assignment 2 due In-class exercises
6.2	Revision	Go through the topics covered during the semester	1, 2, 3, 4, 5	PV, C, L, F, AS, PDPS		

Learning and Teaching Activities

Lessons

Lessons will include a mixture of learning and teaching activities. New content and topics will be presented in lessons, and students will be given problems, practice questions and other interactive activities to apply the knowledge and the skills gained in the lesson. Students will be required to take notes, complete set class tasks and engage in discussion and individual and group activities. In class, specific time may be dedicated to work on assessment tasks and students will be given guidance and feedback to complete these. Certain lessons may be dedicated to independent research and reading related to the unit whether in the classroom or a computer lab.

Active Participation

Students will be required to not only attend but also actively participate in lessons. Active participation entails: - active engagement in class activities - contribution to class discussions by asking and answering questions - coming to class prepared and having completed required pre-readings and activities - completion of set class and homework activities - collaboration with other students - adhering to Macquarie University Student Codes of Conduct

Policies and Procedures

Macquarie University policies and procedures are accessible from [Policy Central](#). Students should be aware of the following policies in particular with regard to Learning and Teaching:

Academic Honesty Policy http://mq.edu.au/policy/docs/academic_honesty/policy.html

New Assessment Policy in effect from Session 2 2016 <http://mq.edu.au/policy/docs/assessm>

[ent/policy_2016.html](http://students.mq.edu.au/events/2016/07/19/new_assessment_policy_in_place_from_session_2/). For more information visit http://students.mq.edu.au/events/2016/07/19/new_assessment_policy_in_place_from_session_2/

Assessment Policy prior to Session 2 2016 <http://mq.edu.au/policy/docs/assessment/policy.html>

Grading Policy prior to Session 2 2016 <http://mq.edu.au/policy/docs/grading/policy.html>

Grade Appeal Policy <http://mq.edu.au/policy/docs/gradeappeal/policy.html>

Complaint Management Procedure for Students and Members of the Public http://www.mq.edu.au/policy/docs/complaint_management/procedure.html

Disruption to Studies Policy http://www.mq.edu.au/policy/docs/disruption_studies/policy.html *The Disruption to Studies Policy is effective from March 3 2014 and replaces the Special Consideration Policy.*

In addition, a number of other policies can be found in the [Learning and Teaching Category](#) of Policy Central.

Student Code of Conduct

Macquarie University students have a responsibility to be familiar with the Student Code of Conduct: https://students.mq.edu.au/support/student_conduct/

Results

Results shown in *iLearn*, or released directly by your Unit Convenor, are not confirmed as they are subject to final approval by the University. Once approved, final results will be sent to your student email address and will be made available in [eStudent](#). For more information visit ask.mq.edu.au.

Academic Honesty

Using the work or ideas of another person, whether intentionally or not, and presenting them as your own without clear acknowledgement of the source is called [Plagiarism](#).

Macquarie University promotes awareness of information ethics through its [Academic Honesty Policy](#). This means that:

- all academic work claimed as original must be the work of the person making the claim
- all academic collaborations of any kind must be acknowledged
- academic work must not be falsified in any way
- when the ideas of others are used, these ideas must be acknowledged appropriately.

All breaches of the [Academic Honesty Policy](#) are serious and [penalties](#) apply. Students should be aware that they may fail an assessment task, a unit or even be excluded from the University for breaching the Academic Honesty Policy.

Assessment Policy

Students should familiarise themselves with their responsibilities under the [Assessment Policy](#), and notably [Schedule 4](#) (Final Examination Requirements).

Disruptions to studies

The [Disruption to Studies Policy](#) applies only to *serious and unavoidable* disruptions that arise after a study period has commenced. Students with a pre-existing disability/health condition or prolonged adverse circumstances may be eligible for ongoing assistance and support. Such support may be sought through [Campus Wellbeing](#) and [Support Services](#).

The University classifies a disruption as **serious and unavoidable** if it:

- could not have reasonably been anticipated, avoided or guarded against by the student; and
- was beyond the student's control; and
- caused substantial disruption to the student's capacity for effective study and/or completion of required work; and
- occurred during an event critical study period and was at least three (3) consecutive days duration, and / or
- prevented completion of a final examination.

To be eligible for Special Consideration, a student must notify the University of a *serious and unavoidable* disruption within five (5) working days of the commencement of the disruption (Disruption to Studies notification). All Disruption to Studies notifications are to be made online via the University's [Ask MQ](#) system. A Disruption to Studies notification must be supported by documentary [evidence](#).

Students should note that in cases of medical disruptions they must see a [registered healthcare professional](#) and present a [Professional Authority Form](#). Medical certificates will not be accepted. Overseas students may use their OSHC insurance for the purpose of seeing a registered healthcare professional.

In submitting a [Disruption to Studies notification](#), a student is acknowledging that they may be required to undertake additional work. The time and date, deadline or format of any required extra assessable work as a result of a disruption to studies notification is not negotiable and in submitting a disruption to studies notification, a student is agreeing to make themselves available to complete any extra work as required. This means that as a result of special consideration being awarded, a student may be required to complete a different type of assessment for example an exam instead of a presentation or vice versa.

The student will retain all original documentation submitted regarding the disruption, and must understand that this may be requested by the University at any time. In this event, students will be provided 10 business days to submit the original documentation.

Please refer to the [Disruption to Studies Policy](#) for further details.

Final Examination Script Viewings

A student may request to view their final examination script once results have been released but scripts remain the property of Macquarie University.

Students should view their final examination paper prior to submitting a grade appeal, if this is

relevant to their case. The viewing will be conducted in a secure location under supervision.

To request a final examination script viewing, please lodge a ticket via ask.mq.edu.au.

Grade Appeals

A student who has been awarded a final grade for a unit has the right to appeal that grade as outlined in the [Grade Appeal Policy](#). Grade appeals apply to the final mark and grade a student receives for a unit of study. They do not apply to results received for individual assessment tasks.

Grade appeals must be submitted via ask.mq.edu.au within 20 working days from the published result date for the relevant unit. Before submitting a Grade Appeal, please ensure that you read the [Grade Appeal Policy](#) and note valid grounds for appeals.

Students are expected to seek feedback on individual assessment tasks prior to the award of a final grade. Students also have the right to request generic feedback from the teaching staff on their overall performance in the unit, including in a final examination. This can be done at any time in the six month period starting from the day on which the final grade of the relevant unit is published.

Course Progression

The College closely monitors Foundation students' academic progress as per the [Progression Policy](#) for Programs delivered by Macquarie University International College.

To maintain Satisfactory Academic Progress, a student must successfully complete (pass) 50% or more of their enrolled units in a Term of study. To successfully complete a unit, students must obtain a passing grade and meet any other requirements to pass listed in the unit guide.

Students who fail to make Satisfactory Academic Progress will be classified as "at risk" and will be notified in writing. At-risk students may be required to undergo academic counselling, undertake certain initiatives or have conditions placed upon their enrolment to help them make satisfactory progress.

Students must also pass 50% or more of the units in 2 or more terms in order to meet Minimum Rate of Progress (MRP) requirements. A student is deemed not to be making Minimum Rate of Progress if they fail more than 50% of their enrolled units in two consecutive Terms of study, or if they have failed more than 50% of their units after studying two or more terms.

Any domestic student who has been identified as not meeting Minimum Rate of Progress requirements will be issued with an Intention to Exclude letter and may subsequently be excluded from the program.

Any international student who has been identified as not meeting MRP will be issued with an Intention to Report letter and may subsequently be reported to the Department of Immigration and Border Protection (DIBP) for not meeting visa requirement and be subject to exclusion from the program. International students must comply with the [MUIC Progress Policy](#) in order to meet the conditions of their visa.

Student Support

Macquarie University provides a range of support services for students. For details, visit <http://students.mq.edu.au/support/>

Learning Skills

Learning Skills (mq.edu.au/learningskills) provides academic writing resources and study strategies to improve your marks and take control of your study.

- [Workshops](#)
- [StudyWise](#)
- [Academic Integrity Module for Students](#)
- [Ask a Learning Adviser](#)

Student Services and Support

Students with a disability are encouraged to contact the [Disability Service](#) who can provide appropriate help with any issues that arise during their studies.

Student Enquiries

For all student enquiries, visit Student Connect at ask.mq.edu.au

IT Help

For help with University computer systems and technology, visit http://www.mq.edu.au/about_us/offices_and_units/information_technology/help/.

When using the University's IT, you must adhere to the [Acceptable Use of IT Resources Policy](#). The policy applies to all who connect to the MQ network including students.

Graduate Capabilities

Creative and Innovative

Our graduates will also be capable of creative thinking and of creating knowledge. They will be imaginative and open to experience and capable of innovation at work and in the community. We want them to be engaged in applying their critical, creative thinking.

This graduate capability is supported by:

Learning outcomes

- Apply problem solving skills to develop algorithms that solve small to medium-sized computational problems
- Use an imperative programming language to implement these algorithms and document, debug and test the implementations using standard software engineering practices.

Discipline Specific Knowledge and Skills

Our graduates will take with them the intellectual development, depth and breadth of knowledge, scholarly understanding, and specific subject content in their chosen fields to make them competent and confident in their subject or profession. They will be able to demonstrate, where relevant, professional technical competence and meet professional standards. They will be able to articulate the structure of knowledge of their discipline, be able to adapt discipline-specific knowledge to novel situations, and be able to contribute from their discipline to inter-disciplinary solutions to problems.

This graduate capability is supported by:

Learning outcomes

- Describe the main components of a computer system and the role that different kinds of programming language play in computer software development
- Apply problem solving skills to develop algorithms that solve small to medium-sized computational problems
- Use an imperative programming language to implement these algorithms and document, debug and test the implementations using standard software engineering practices.
- Identify and describe ethical issues that arise in the application of information technology
- Use discipline specific terminology to communicate concepts and ideas relevant to this unit

Assessment tasks

- Assignment One
- In-class exercises
- Assignment Two
- Module Exams

Critical, Analytical and Integrative Thinking

We want our graduates to be capable of reasoning, questioning and analysing, and to integrate and synthesise learning and knowledge from a range of sources and environments; to be able to critique constraints, assumptions and limitations; to be able to think independently and systemically in relation to scholarly activity, in the workplace, and in the world. We want them to have a level of scientific and information technology literacy.

This graduate capability is supported by:

Learning outcomes

- Apply problem solving skills to develop algorithms that solve small to medium-sized computational problems
- Use an imperative programming language to implement these algorithms and document,

debug and test the implementations using standard software engineering practices.

- Identify and describe ethical issues that arise in the application of information technology

Assessment tasks

- Assignment One
- In-class exercises
- Assignment Two
- Module Exams

Problem Solving and Research Capability

Our graduates should be capable of researching; of analysing, and interpreting and assessing data and information in various forms; of drawing connections across fields of knowledge; and they should be able to relate their knowledge to complex situations at work or in the world, in order to diagnose and solve problems. We want them to have the confidence to take the initiative in doing so, within an awareness of their own limitations.

This graduate capability is supported by:

Learning outcomes

- Apply problem solving skills to develop algorithms that solve small to medium-sized computational problems
- Use an imperative programming language to implement these algorithms and document, debug and test the implementations using standard software engineering practices.

Assessment tasks

- Assignment One
- In-class exercises
- Assignment Two
- Module Exams

Effective Communication

We want to develop in our students the ability to communicate and convey their views in forms effective with different audiences. We want our graduates to take with them the capability to read, listen, question, gather and evaluate information resources in a variety of formats, assess, write clearly, speak effectively, and to use visual communication and communication technologies as appropriate.

This graduate capability is supported by:

Learning outcomes

- Describe the main components of a computer system and the role that different kinds of programming language play in computer software development

- Identify and describe ethical issues that arise in the application of information technology
- Use discipline specific terminology to communicate concepts and ideas relevant to this unit

Assessment tasks

- Assignment One
- In-class exercises
- Assignment Two
- Module Exams

Course Contact Hours

Weekly face to face contact for this unit will be 12 hours (72 hours per term).

There will be 4 lessons per week consisting of 2x3 hour lessons and 2x3 workshops in the MUIC PC laboratory.

Unit Specific Texts and Materials

The following texts have been prescribed for this unit.

- Daniel Shiffman, Morgan Kaufmann, *Learning Processing: A Beginner's Guide to Programming Images, Animation, and Interaction*, 2nd Edition, 2015, ISBN-10: 0123944430 ISBN-13: 978-0123944436

Texts will be available for purchase from the [Co-Op Bookshop](#) located in the Campus Hub Building C10A, Level One, Phone: 8986 4000.

All students should ensure that they have access to the prescribed text(s) from the start of the Term as failure to do so could jeopardise their academic progress in this unit.

Other editions or formats of the above resource(s) may be acceptable, but students must consult teaching staff prior to purchasing these.

Changes since First Published

Date	Description
16/07/2016	Note re hurdle added under requirement to pass.