COMP1000
Introduction to Computer Programming
Session 1, Online-scheduled-weekday 2022
School of Computing

Contents

General Information 2
Learning Outcomes 5
General Assessment Information 5
Assessment Tasks 6
Delivery and Resources 8
Unit Schedule 9
Policies and Procedures 9
Changes from Previous Offering 11
Changes since First Published 11

Disclaimer
Macquarie University has taken all reasonable measures to ensure the information in this publication is accurate and up-to-date. However, the information may change or become out-dated as a result of change in University policies, procedures or rules. The University reserves the right to make changes to any information in this publication without notice. Users of this publication are advised to check the website version of this publication [or the relevant faculty or department] before acting on any information in this publication.
General Information
Unit convenor and teaching staff
Convenor, Lecturer
Gaurav Gupta
gaurav.gupta@mq.edu.au

Lecturer
Carl Svensson
carl.svensson@mq.edu.au

Content Development Lead
Emilie Jemima Hyslop
emiliejemima.hyslop@mq.edu.au

Tutor
Nataly Falero
nataly.falero@mq.edu.au

Tutor
Samantha Kuhn
samantha.kuhn@mq.edu.au

Tutor
Jessica Dalmati
jessica.dalmati@mq.edu.au

Tutor
Cameron Pappas
cameron.pappas@mq.edu.au

Tutor
Sammy Madafiglio
sammy.madafiglio@mq.edu.au

Tutor
Lucianna Salloum
lucianna.salloum@mq.edu.au

Tutor
Bradley Anderson
bradley.anderson@mq.edu.au

Tutor
Ryan Maehata Fujimoto
ryan.fujimoto@mq.edu.au
Unit guide COMP1000 Introduction to Computer Programming

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:

**ULO1**: apply problem solving skills to develop algorithms that solve small to medium-sized computational problems
**ULO2**: design and write code to implement a program description in an imperative programming language
**ULO3**: use standard software engineering practices to document, debug and test their programs
**ULO4**: understand and apply appropriately the concepts of variables, loops, functions, conditionals and compound data in the implementation of programmed systems
**ULO5**: identify and describe ethical issues in an academic environment and demonstrate active engagement in the learning process

General Assessment Information

**Major creative work**
Out of the 40 marks for the major creative work,

- 5 marks are for the checkpoint,
- 15 marks are for evaluation of submitted work, and,
- 20 marks are for the following viva.
Module exam hurdle

There are 6 modules, each worth 10% of your total unit mark:

1. Foundations in Programming (FP): Not a hurdle
2. Variables and Conditions (VC): Hurdle
3. Loops (L): Hurdle
4. Functions (F): Hurdle
5. Compound Data (CD): Hurdle
6. Program Design and Problem Solving (PDPS): Not a hurdle

You must get 50% or more (5 or more out of 10) in each of modules 2 to 5. You will have two attempts for each module, the first during the semester (see unit schedule) and the second in the final exam period. For each module, the best of the two attempts counts towards your final mark for that module. As an example, if you get 90% in the first attempt for Loops and 40% in the second attempt for Loops, your final mark would be 90% for Loops.

Note that you are NOT required to sit the second attempt if you clear the hurdle for that module in the first attempt. However, you are free to sit the second attempt to try and achieve a higher grade, as we take the higher of the two marks to calculate your final mark for each module.

Late Submission

For the major work, late submissions will not be accepted without an approved Special Consideration request. Assessments submitted after the due date will receive a mark of zero.

For the module exams, apply for special considerations if you cannot sit the exam during your practical class for any given week.

Assessment Tasks

<table>
<thead>
<tr>
<th>Name</th>
<th>Weighting</th>
<th>Hurdle</th>
<th>Due</th>
</tr>
</thead>
<tbody>
<tr>
<td>Major Creative Work</td>
<td>40%</td>
<td>No</td>
<td>Checkpoint 5pm 3-Apr. Submission 5pm 29-May, Viva week 13</td>
</tr>
<tr>
<td>Module Exams</td>
<td>60%</td>
<td>Yes</td>
<td>Weeks 4, 6, 8, 10, 12, 13 and Final Exam Period</td>
</tr>
</tbody>
</table>

Major Creative Work

Assessment Type 1: Programming Task
Indicative Time on Task 2: 30 hours
Due: Checkpoint 5pm 3-Apr. Submission 5pm 29-May, Viva week 13
Weighting: 40%

A semester-long programming task where students put all their skills to work creating a game or demo.
On successful completion you will be able to:

• apply problem solving skills to develop algorithms that solve small to medium-sized computational problems
• design and write code to implement a program description in an imperative programming language
• use standard software engineering practices to document, debug and test their programs
• understand and apply appropriately the concepts of variables, loops, functions, conditionals and compound data in the implementation of programmed systems
• identify and describe ethical issues in an academic environment and demonstrate active engagement in the learning process

Module Exams
Assessment Type 1: Examination
Indicative Time on Task 2: 42 hours
Due: Weeks 4, 6, 8, 10, 12, 13 and Final Exam Period
Weighting: 60%
This is a hurdle assessment task (see assessment policy for more information on hurdle assessment tasks)

A number of exams spread through the semester. Students will have the opportunity to repeat any exam to improve their mark.

On successful completion you will be able to:

• apply problem solving skills to develop algorithms that solve small to medium-sized computational problems
• design and write code to implement a program description in an imperative programming language
• use standard software engineering practices to document, debug and test their programs
• understand and apply appropriately the concepts of variables, loops, functions, conditionals and compound data in the implementation of programmed systems
• identify and describe ethical issues in an academic environment and demonstrate active engagement in the learning process

1 If you need help with your assignment, please contact:

• the academic teaching staff in your unit for guidance in understanding or completing this type of assessment
the Writing Centre for academic skills support.

Indicative time-on-task is an estimate of the time required for completion of the assessment task and is subject to individual variation.

Delivery and Resources

CLASSES

Each week you should attend

- two-hour lecture
- two-hour practical class

For details of days, times and rooms, consult the timetables webpage.

Note that Lectures and Practical classes commence in week 1.

You should have selected a practical class during enrolment. You should attend the practical class in which you are enrolled. You won't always get the class of your choice. Check availabilities via eStudent regularly. If ALL practical classes are full, only then, contact the convener.

TEXTS AND/OR MATERIALS

Lecture notes: https://softwaretechnologymq.github.io/

Online tutorials on Processing website: https://processing.org/tutorials/

Learning Processing site (examples, exercises, videos): http://learningprocessing.com/

Textbook:


Technology

Programming environment: Processing IDE (even though the latest version is 4.0.5 Beta, we suggest that you install version 3.5.4 to be consistent with the lab. But if you install version 4.0.5, it's also ok!)

Flowchart generator: https://code2flow.com/

Web sequence diagram generator: https://www.websequencediagrams.com/

Diagrams: https://app.diagrams.net/ (lucid chart is better but this one is free)

Discussion Boards

The unit makes use of forums hosted within iLearn. Please post questions there, they are monitored by the unit staff.
## Unit Schedule

<table>
<thead>
<tr>
<th>Week</th>
<th>Topic</th>
<th>Pre-class reading</th>
<th>Assessment</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Foundations of Programming</td>
<td>transition to processing, academic integrity module, study skills, how to use google</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Foundations of Programming</td>
<td>primitive operations, algorithms</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Variables &amp; Conditionals</td>
<td>variables, debugging in processing, conditions</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Variables &amp; Conditionals</td>
<td>variables, debugging in processing, conditions</td>
<td>FP Exams (Week starting 14th March)</td>
</tr>
<tr>
<td>5</td>
<td>Loops</td>
<td>loops</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>Loops</td>
<td>loops</td>
<td>V&amp;C Exams (Week starting 28th March)</td>
</tr>
<tr>
<td>7</td>
<td>Functions</td>
<td>functions</td>
<td>Major work Checkpoint (5pm, Sunday 3rd April)</td>
</tr>
<tr>
<td>8</td>
<td>Functions</td>
<td>function call dissection, scope</td>
<td>L Exams (Week starting 25th April)</td>
</tr>
<tr>
<td>9</td>
<td>Compound Data</td>
<td>compound data</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>Compound Data</td>
<td>reference semantics</td>
<td>F Exams (Week starting 9th May)</td>
</tr>
<tr>
<td>11</td>
<td>Program Design and Problem Solving</td>
<td>refactoring</td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>Program Design and Problem Solving</td>
<td>case study</td>
<td>CD Exams (Week starting 23rd May), Major Creative Work Submission (5pm, Sunday, 29th May)</td>
</tr>
<tr>
<td>13</td>
<td>Revision</td>
<td></td>
<td>PDPS exam (Week starting 30th May), Major Creative Work Vivas (Week starting 30th May)</td>
</tr>
<tr>
<td></td>
<td>Exam Period</td>
<td></td>
<td>Second-attempts for all six module exams</td>
</tr>
</tbody>
</table>

## Policies and Procedures

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

- Academic Appeals Policy
- Academic Integrity Policy
Students seeking more policy resources can visit Student Policies (https://students.mq.edu.au/support/study/policies). It is your one-stop-shop for the key policies you need to know about throughout your undergraduate student journey.

To find other policies relating to Teaching and Learning, visit Policy Central (https://policies.mq.edu.au) and use the search tool.

**Student Code of Conduct**

Macquarie University students have a responsibility to be familiar with the Student Code of Conduct: https://students.mq.edu.au/admin/other-resources/student-conduct

**Results**

Results published on platform other than eStudent, (eg. iLearn, Coursera etc.) 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 or if you are a Global MBA student contact globalmba.support@mq.edu.au

**Academic Integrity**

At Macquarie, we believe academic integrity – honesty, respect, trust, responsibility, fairness and courage – is at the core of learning, teaching and research. We recognise that meeting the expectations required to complete your assessments can be challenging. So, we offer you a range of resources and services to help you reach your potential, including free online writing and maths support, academic skills development and wellbeing consultations.

**Student Support**

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

**The Writing Centre**

The Writing Centre provides resources to develop your English language proficiency, academic writing, and communication skills.

- Workshops
- Chat with a WriteWISE peer writing leader
- Access StudyWISE
- Upload an assignment to Studiosity
• Complete the Academic Integrity Module

The Library provides online and face to face support to help you find and use relevant information resources.

• Subject and Research Guides
• Ask a Librarian

Student Services and Support

Macquarie University offers a range of Student Support Services including:

• IT Support
• Accessibility and disability support with study
• Mental health support
• Safety support to respond to bullying, harassment, sexual harassment and sexual assault
• Social support including information about finances, tenancy and legal issues

Student Enquiries

Got a question? Ask us via AskMQ, or contact Service Connect.

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.

Changes from Previous Offering

1. Nature of hurdles changed from S2, 2021. Modules 2 to 5 are individual hurdles, and there is no collective module exam hurdle requirement.

2. Conditions will initially be introduced in week 3 and expanded upon in week 4.

3. Slight change in distribution of marks for major work.

Changes since First Published

<table>
<thead>
<tr>
<th>Date</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>25/03/2022</td>
<td>lecture notes link fixed</td>
</tr>
</tbody>
</table>

https://unitguides.mq.edu.au/unit_offerings/153241/unit_guide/print
<table>
<thead>
<tr>
<th>Date</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>19/02/2022</td>
<td>suggested students download processing 3.5.4 to be consistent with labs. add all tutors who got late accounts.</td>
</tr>
</tbody>
</table>