TEACHING PLAN
FACULTY OF ENGINEERING TECHNOLOGY
UNIVERSITI MALAYSIA PAHANG

1	Course Code	BTE2313						
2	Course Name	COMPUTER PROGRAMMING						
3	Version							
4	Name(s) of Academic Staff	Sulastri Binti Abdul Manap Mohammed Hayyan Alsibai Roshahliza Binti M Ramli						
5	Program Level	Bachelor'S Degree						
6	Credit Hours	3						

7	Student Learning Time (SLT)	Face-to-Face	Non Face-to-Face			Formal Assessment	Total SLT
			Guided	Non-Guided	Assessment Preparation		
		54	0	50	18	3	125

8	Prerequisite Course			

9	Contact Hours	Face-to-face Session	Total Hours per semester	Hours per Week
		Lecture	32	2
		Tutorial	0	
		Laboratory	22	2
		Supervision	0	
		Online Learning		
		Others	0	

10	Course Synopsis	Fundamental principles and concepts of C++ programming, with definition of data, expressions, control structure, functions, input and output, command line arguments, basic problem solving and programming techniques, structured programming ideas, fundamental algorithms and data structures.

11	Course Outcome	By the end of semester, student should be able to:

	CO Statements	Domain	Keyword	Level (Bloom	Sub Keyword
CO1	Construct computer programs using C++ language.	COGNITIVE	Knowledge	3	
CO2	Develop appropriate programming techniques and program control structures	COGNITIVE	Design/Development Of Solution	5	
CO3	Display the ability to use IDE (Integrated Design Environment) for C++.	PSYCHMOTOR	Modern Tool Usage	3	HandsOn
CO4	Propose an algorithm for a specific problem by implementing appropriate programming techniques.	AFFECTIVE	Life Long Learning	3	SelfLearn

12	Rationale	**Category :** Core Programme **Note:**

13	Transferable Skills						
14	Teaching - learning and Assessment Strategy						

15	Assessment Methods	Methods	Weighting	CO1	CO2	CO3	CO4	
		ASSIGNMENT	15 %		10	5		
		FINAL EXAM	40 %	8	32			
		PROJECT	20 %		14		6	
		QUIZ	5 %	2.5	2.5			
		TEST	20 %	10	10			
			100 %	20.5	68.5	5	6	

16	Learning Reference			Author	Title	Edition	Publisher	Year of Publish	Reference Type	Note
			1	C++ How to program	C++ How to program		Prentice Hall, Eaglewood (NJ)	1996	BOOK	
			2	D. S. Malik	C++ PROGRAMMING		Cengage Learning	2010	BOOK	
			3	McConnell, S.	Code Complete: A practical Handbook of software construction		Microsoft Press, Redmond (WA)	1993	BOOK	
			4		http://www.cplusplus.com/				WEB	