EMT1202 Information Communication Technology II

Hours per Semester				Weighted Total Mark	Weighted Exam Mark	Weighted Continuous Assessment Mark	Credit Units
LH	PH	TH	CH	WTM	WEM	WCM	CU
45	30	0	60	100	60	40	4

Course Description

Competency in a programming language is prerequisite to the study of computer engineering. Object-oriented programming, event-driven applications, and the use of extensive APIs (application programming interfaces) are fundamental tools that computer engineering students need early in their academic program.

Objectives

- Describe how computer engineering uses or benefits from programming fundamentals.
- Identify the appropriate paradigm for a given programming problem.
- Use a suitable programming language to implement, test, and debug algorithms for solving simple problems.
- Describe the way a computer allocates and represents these data structures in memory.
- Outline the philosophy of object-oriented design and the concepts of encapsulation, subclassing, inheritance, and polymorphism.