Introductory Programming (COMP0066)

Aims:
This module introduces functional and object-oriented programming using Python. The module uses Python to give a grounding in programming such as loops, if/else statements, lists and files. It will also cover key object-oriented concepts such as classes, objects and inheritance. Material focuses on practicing object oriented programming to be better prepared for future modules, including Algorithmics (COMP0070) and Software Engineering (COMP0071). This is an intensely practical module and full student engagement outside of lectures and in lab classes is critical to successful completion of the module.

Learning outcomes:
On successful completion of the module, a student will be able to:
1. understand why Python is a useful programming language for developers;
2. design and program Python applications using a large sub-set of the language effectively;
3. design object-oriented programs with Python classes;
4. be able to use programming tools such as an integrated development environment (IDE) and debugger;
5. use of Python libraries;

Content:
- Why Python?
- Types, variables, branching, loops;
- Strings, lists, files;
- Exception handling;
- Object-oriented programming;

Requisites:
In order to be eligible to select this module, a student must be registered on a programme for which it is a formally-approved option or elective choice.

Any previous programming experience in any other

Disclaimer: All information correct as of June 2019. Please note that aspects of the module may be subject to change. UCL will make best efforts to inform applicants of major changes.
language, would be very useful.
Computer Science

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Key information

Year 2019/20
Credit value 15 (150 study hours)
Delivery PGT L7, Campus-based
Reading List View on UCL website
Tutor Dr Ghita Kouadri Mostefaoui
Term Term 1
Timetable View on UCL website

Assessment

Find out more

For more information about the department, programmes, relevant open days and to browse other modules, visit ucl.ac.uk

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