

# PROGRAMMING

## (ECTS 4)

### COURSE DESCRIPTION

Programming is a course for students with little or no programming experience. It aims to provide students with an understanding of the role that programming language can play in solving problems and to help students, regardless of their level, feel justifiably confident of their ability to code various simple and advanced tasks.

Students will be able to choose any of the eight offered programming languages (Visual Basic .NET, Ruby, JavaScript, PHP, Python 3, C Sharp, C/C++, Java).

Entire course will be managed through an innovative online learning platform where students will start coding at their own pace. Initial kick off session will take place at the beginning of course explaining all mechanics

Course will offer meaningful engagement, motivation, flexibility, availability, presence, collaboration, and sense of community through an innovative online gamified learning platform.

Programming course will be offered in English.

### COURSE GOALS AND OBJECTIVES

The purpose of the course is to give students an appreciation of:

- 1) Basic and elementary coding skills
- 2) Solving basic and advanced coding tasks
- 3) Objectives based learning
- 4) Acquire basic and advanced debugging skills