

| IT NUMBER | | MODULE | SCOPE | EXAMINATION |
|-------------------|-------------------------------|----------|----------|------------------------|
| PL: 181110 | Information Technology | 6 | 6 | PL: KL, 90 Min. |
| PV: 181111 | | | | PV: LÜ |
| 181110a | Information Technology | 2 | 3 | |
| 181110b | Exercises in Programming | 4 | 3 | PV |

IT teaches a deep understanding of the basic concepts of object oriented software development. You will learn about concepts and applications of the programming language Java. Lectures are divided into two parts: theory and exercises. Theoretically taught concepts are applied in tutored exercises.

CONTENTS OF LECTURE

1. Elementary data types;
2. Variables and operators;
3. Control structures: sequence, branch, loop;
4. Methods;
5. Arrays;
6. Input, output;
7. Classes and objects;
8. Use of libraries;
9. Development of programming solutions to given problems.

LEARNING OUTCOME

- Be able to apply knowledge of computing and mathematics appropriate to the problem;
- Be able to analyse a problem, and identify and define the computing requirements appropriate to its solution;
- Be able to design, implement, and evaluate a computer based system, process, component, or program to meet desired needs;
- Recognize the need for and an ability to engage in continuing professional development;
- Be able to use current techniques, skills, and tools necessary for computing practice.