

COURSE OUTLINE

(1) GENERAL

SCHOOL	Science and Technology		
ACADEMIC UNIT	Science and Technology		
PROGRAMME OF STUDIES	MSc in Mobile and Web Computing		
LEVEL OF STUDIES	Postgraduate		
COURSE CODE	MC09	SEMESTER	2
COURSE TITLE	Foundations of Computing		
COURSE TYPE <i>Elective, compulsory</i>	Compulsory		
INSTRUCTOR(S)	Assist. Prof. Christos Tjortjis, Dr. Christos Berberidis		
INDEPENDENT TEACHING ACTIVITIES <i>if credits are awarded for separate components of the course, e.g. lectures, laboratory exercises, etc. If the credits are awarded for the whole of the course, give the weekly teaching hours and the total credits</i>	WEEKLY TEACHING HOURS	CREDITS	
	4	6	
<i>Add rows if necessary. The organisation of teaching and the teaching methods used are described in detail at (d).</i>			
TEACHING ACTIVITIES BREAKDOWN	WEEKLY HOURS		
Theory	3,3		
Lab	0,7		
COURSE TYPE <i>general background, special background, specialised general knowledge, skills development</i>	General background		
PREREQUISITE COURSES:	-		
LANGUAGE OF INSTRUCTION and EXAMINATIONS:	English		
IS THE COURSE OFFERED TO ERASMUS STUDENTS	Yes		
COURSE WEBSITE (URL)	https://elearn-ucips.ihu.gr/		

(2) LEARNING OUTCOMES

<p>Learning outcomes</p> <p><i>The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described.</i></p> <p><i>Consult Appendix A</i></p> <ul style="list-style-type: none"> • <i>Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area</i> • <i>Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B</i> • <i>Guidelines for writing Learning Outcomes</i>
<p>On completing the course, the student will be able to:</p> <ul style="list-style-type: none"> • Understand and apply the basic concepts of object-oriented analysis, design and programming. • Appreciate Software Engineering concepts (Software Lifecycle, Requirements Engineering, Use Case Diagrams & Specifications) • Appreciate and utilize the basic principles of the Unified Modeling Language (UML). • Understand programming patterns and programming examples • Understand the concept of testing

General Competences	
<i>Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?</i>	
<i>Search for, analysis and synthesis of data and information, with the use of the necessary technology</i>	<i>Project planning and management</i>
<i>Adapting to new situations</i>	<i>Respect for difference and multiculturalism</i>
<i>Decision-making</i>	<i>Respect for the natural environment</i>
<i>Working independently</i>	<i>Showing social, professional and ethical responsibility and sensitivity to gender issues</i>
<i>Team work</i>	<i>Criticism and self-criticism</i>
<i>Working in an international environment</i>	<i>Production of free, creative and inductive thinking</i>
<i>Working in an interdisciplinary environment</i>
<i>Production of new research ideas</i>	<i>Others...</i>

<ul style="list-style-type: none"> ● Search for, analysis and synthesis of data and information, with the use of the necessary technology ● Decision Making ● Teamwork ● Production of free, creative, and inductive thinking 	

(3) SYLLABUS

<p>The course introduces fundamental concepts and tools related to Foundations of Computing:</p> <ul style="list-style-type: none"> ● Object-oriented analysis, design and programming. ● Software Engineering (Software Lifecycle, Requirements Engineering, Use Case Diagrams & Specifications) ● Principles of the Unified Modeling Language (UML). ● Programming patterns and programming examples ● The concept of testing.

(4) TEACHING and LEARNING METHODS - EVALUATION

DELIVERY <i>Face-to-face, Distance learning, etc.</i>	Hybrid: Face to face and synchronous distance learning	
USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY <i>Use of ICT in teaching, laboratory education, communication with students</i>	<p>Use of ICT in Teaching During the educational process, various programming tools are used, along with the material available at the e-learning platform. The hybrid teaching method involves synchronous learning with the support of the videoconferencing tool Zoom. Students are taught a variety of tools related to the course content and material.</p> <p>Use of ICT in Communication with students</p> <ul style="list-style-type: none"> ● The course material (slides, scientific articles, exercises, etc.) is posted on the course page at the e-learn platform (Moodle). ● Use of Moodle Forums announcements. ● Live video meetings via Zoom/Teams. ● Contact via email. 	
TEACHING METHODS <i>The manner and methods of teaching are described in detail. Lectures, recitation, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, placements, clinical</i>	Activity	Semester workload
	Lectures	30 hrs.
	Labs	9 hrs.
	Project	20 hrs.

<p><i>practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc.</i></p> <p><i>The student's study hours for each learning activity are given as well as the hours of non-directed study according to the principles of the ECTS</i></p>	<table border="1"> <tr> <td>Non-Directed Study</td> <td>88 hrs.</td> </tr> <tr> <td>Exams</td> <td>3 hrs.</td> </tr> <tr> <td>Course total</td> <td>150 hrs.</td> </tr> </table>	Non-Directed Study	88 hrs.	Exams	3 hrs.	Course total	150 hrs.
	Non-Directed Study	88 hrs.					
	Exams	3 hrs.					
Course total	150 hrs.						
<p>STUDENT PERFORMANCE EVALUATION</p> <p><i>Description of the evaluation procedure</i></p> <p><i>Language of evaluation, methods of evaluation, summative or conclusive, multiple choice questionnaires, short-answer questions, open-ended questions, problem solving, written work, essay/report, oral examination, public presentation, laboratory work, clinical examination of patient, art interpretation, other</i></p> <p><i>Specifically-defined evaluation criteria are given, and if and where they are accessible to students</i></p>	<p>Language of Evaluation: English</p> <p>Evaluation Procedure:</p> <ul style="list-style-type: none"> ● Written Exams (70%). Methods of evaluation: <ul style="list-style-type: none"> ○ Open-ended questions ○ Problem solving ○ Multiple choice questions (on lab material) ● Projects (30%): <ul style="list-style-type: none"> ○ The students should achieve a passing grade to participate in the written exams. <p>The evaluation procedure is announced to the students during the first lecture and is also accessible at the e-learn platform throughout the entire semester.</p>						
<p>STUDENT OBLIGATIONS</p> <p><i>Compulsory attendance of lectures, labs, recitations, compulsory participation in midterms, exams, compulsory delivery of homework, projects, etc.</i></p>	<ul style="list-style-type: none"> ● Compulsory attendance of lectures ● Compulsory attendance of labs ● Compulsory participation in the exams ● Compulsory delivery of project 						

(5) ATTACHED BIBLIOGRAPHY

<p><i>Suggested Textbooks:</i></p> <ol style="list-style-type: none"> 1. R. C. Martin (2013), Agile Software Development, Principles, Patterns, and Practices, Pearson, 2nd ed. 2. C. Larman (2005), Applying UML and Patterns: An Introduction to Object-Oriented Analysis and Design and Iterative Development, Prentice Hall, 3rd ed. 3. I. Sommerville (2015), Software Engineering, 10th Ed., Addison-Wesley. 4. Class notes <p><i>- Additional Bibliography:</i></p> <ol style="list-style-type: none"> 1. R. Sedgewick, K. Wayne (2017), Introduction to Programming in Java: An Interdisciplinary Approach, 2nd ed. Addison-Wesley. 2. R. Sedgewick, K. Wayne (2011), Algorithms, Addison-Wesley Professional, 4th Ed.
