

ΕΛΛΗΝΙΚΗ ΔΗΜΟΚΡΑΤΙΑ **Α** .**Δ Ι .Π** . ΑΡΧΗ ΔΙΑΣΦΑΛΙΣΗΣ & ΠΙΣΤΟΠΟΙΗΣΗΣ ΤΗΣ ΠΟΙΟΤΗΤΑΣ ΣΤΗΝ ΑΝΩΤΑΤΗ ΕΚΠΑΙΔΕΥΣΗ

HELLENIC REPUBLIC

H.Q.A.

HELLENIC QUALITY ASSURANCE
AND ACCREDITATION AGENCY

ΤΕΧΝΟΛΟΓΙΚΟ ΕΚΠΑΙΔΕΥΤΙΚΟ ΙΔΡΥΜΑ ΑΝΑΤΟΛΙΚΗΣ ΜΑΚΕΔΟΝΙΑΣ ΚΑΙ ΘΡΑΚΗΣ ΜΟΝΑΔΑ ΔΙΑΣΦΑΛΙΣΗΣ ΤΗΣ ΠΟΙΟΤΗΤΑΣ ΤΕΙ ΑΜΘ

Quality Assurance in Higher Education Course Data Collection Form

ΤΕΧΝΟΛΟΓΙΚΟ ΕΚΠΑΙΔΕΥΤΙΚΟ ΙΔΡΥΜΑ ΑΝΑΤΟΛΙΚΗΣ ΜΑΚΕΔΟΝΙΑΣ & ΘΡΑΚΗΣ ΑΓΙΟΣ ΛΟΥΚΑΣ, 65404 ΚΑΒΑΛΑ EASTERN MACEDONIA AND THRACE INSTITUTE OF TECHNOLOGY AGIOS LOUKAS 65404 KAVALA

COURSE OUTLINE

1. GENERAL

SCHOOL	School of Technological Applications			
ACADEMIC UNIT	Department of Electrical Engineering			
DEGREE LEVEL	Undergraduate			
COURSE CODE	ΣTN12		SEMESTER 6 st	
COURSE TITLE	Advanced Programming Languages			
if credits are awarded for separate co- lectures, laboratory exercises, etc. If th whole of the course, give the weekly teach	components of the course, e.g. f the credits are awarded for the		WEEKLY TEACHING HOURS	CREDITS
		Lectures	2	3
Add rows if necessary. The organization of teaching and the teaching methods used are described in detail at (d).				
COURSE TYPE general background,	Skills Developn	ient,		
special background, specialised general knowledge, skills development				
Required passed courses:	-			
TEACHING AND EXAMS LANGUAGE:	Greek			
THE COURSE IS OFFERED TO ERASMUS STUDENTS:	No			
COURSE WEBPAGE (URL)	http://eclass.teikav.edu.gr/			

2. LEARNING OUTCOMES

Learning outcomes

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.

Consult Appendix A

- Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area
- Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B
- Guidelines for writing Learning Outcomes

The main objective of this course is to introduce to the students the philosophy of advanced programming as well as the understanding of the object-oriented way of thinking about modeling and problem solving.

Upon completion of this course students will be able to:

- Comprehend basic programming concepts, structures and techniques.
- Check the accuracy and appropriateness of a program.
- Comprehend the basic principles of object-oriented programming and their implementation.
- Be familiarise with the object-oriented way of analysis and design
- Create programs in the C ++ programming language by applying the principles of object-oriented programming.
- Understand easily and quickly other object-oriented programming languages such as python.
- Create programs with the python programming language.

General Competences

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?

Search for, analysis and synthesis of data and proinformation, with the use of the necessary technology Re. Adapting to new situations Re.

Decision-making
Working independently

Team work
Working in an international environment

Working in an interdisciplinary environment

Production of new research ideas

Project planning and management Respect for difference and multiculturalism Respect for the natural environment

Showing social, professional and ethical responsibility and

sensitivity to gender issues Criticism and self-criticism

Production of free, creative and inductive thinking

Others...

- Research, analysis and synthesis of data and information with the usage of the necessary technology.
- Autonomous work.
- Teamwork.
- Work in a scientific environment.
- Promote of free, creative and inductive thinking.
- Production of free, creative and inductive thinking

3. COURSE CONTENT

Section one

- Introduction to Python
- Values, types, variables, keywords
- Expressions, operators, comments
- Control structures Repetition
- Functions
- Strings, lists, tuples, dictionaries
- File handling
- Classes and objects

Section two

- Introduction to the object-oriented way of thinking. Basic concepts.
- Introduction to C ++ programming language: Language features, variables, data types, and representations.
- Program organization and control structures. Use of basic libraries.
- Classes and objects.
- Relationships between classes.
- Inheritance and Polymorphism.

4. TEACHING AND LEARNING METHODS - ASSESSMENT

TEACHING METHOD Face-to-face, Distance learning, etc.	Face-to-face (Room Lecture)		
UTILISATIONS OF INFORMATION AND COMMUNICATION TECNOLOGIES Use of ICT in teaching, laboratory education, communication with students	Use of ICT in teaching & communication with students Syllabus organization in PPT slides. Learning process support through e-class electronic Contact via email.		
The manner and methods of teaching are described in detail. Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, placements, clinical practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc. 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	Acivity Lectures Self-contained coursework Group coursework Study and literature analysis Course Summary	Semester workload 26 15 23 26	
STUDENT ASSESSMENT Description of the evaluation procedure Language of evaluation, methods of evaluation, summative or conclusive, multiple choice questionnaires, short-answer questions, openended questions, problem solving, written work, essay/report, oral examination, public presentation, laboratory work, clinical examination of patient, art interpretation, other Specifically-defined evaluation criteria are given, and if and where they are accessible to students.	Writing of a self-contained cou Writing of a group coursework Exams (65%) (Note usage is all	a (25%).	

5. RECCOMENDED READING

- Suggested bibliography:
 - Programming: Principles and Practice Using C++, Bjarne Stroustrup, 2nd Edition, Papasotiriou, 2018.
 - Introduction to Computation and Programming Using Python, John V. Guttag, Klidarithmos, 2015.
 - Introduction to Object-Oriented Programming with Python (Electronic Book), K. Magoutis, C. Nikolaou, 2016.
- Related academic journals: