

CS1302A: INTRODUCTION TO COMPUTER PROGRAMMING

Effective Term

Semester A 2026/27

Part I Course Overview

Course Title

Introduction to Computer Programming

Subject Code

CS - Computer Science

Course Number

1302A

Academic Unit

Computer Science (CS)

College/School

College of Computing (CC)

Course Duration

One Semester

Credit Units

3

Level

B1, B2, B3, B4 - Bachelor's Degree

Medium of Instruction

English

Medium of Assessment

English

Prerequisites

Nil

Precursors

Nil

Equivalent Courses

Nil

Exclusive Courses

CS1102 Introduction to Computer Studies

CS1302 Introduction to Computer Programming

Part II Course Details

Abstract

This course aims to introduce to students key concepts, techniques, and good practices of programming using Python.

Course Intended Learning Outcomes (CILOs)

CILOs		Weighting (if app.)	DEC-A1	DEC-A2	DEC-A3
1	Explain the structure of a computer program and the design of the programming language.	10	x	x	
2	Interpret, test and debug computer programs and discuss issues of programming styles and aesthetics.	20	x	x	
3	Apply proper programming techniques to solve a task and appreciate how computational thinking is applied to real-world problems.	50		x	
4	Construct well-structured programs that follow efficient algorithms and design patterns.	20		x	x

A1: Attitude

Develop an attitude of discovery/innovation/creativity, as demonstrated by students possessing a strong sense of curiosity, asking questions actively, challenging assumptions or engaging in inquiry together with teachers.

A2: Ability

Develop the ability/skill needed to discover/innovate/create, as demonstrated by students possessing critical thinking skills to assess ideas, acquiring research skills, synthesizing knowledge across disciplines or applying academic knowledge to real-life problems.

A3: Accomplishments

Demonstrate accomplishment of discovery/innovation/creativity through producing /constructing creative works/new artefacts, effective solutions to real-life problems or new processes.

Learning and Teaching Activities (LTAs)

LTAs		Brief Description	CILO No.	Hours/week (if applicable)
1	Lecture	Students will explore various programming concepts and techniques, explain and demonstrate the techniques with concrete examples.	1, 2, 3, 4	3 hours per week
2	Lab	Students will learn to apply programming to solve problems in practical scenarios. They will discover initial solution ideas to the problems and try testing some programs using an interactive AI-assisted literate programming environment.	1, 2, 3, 4	1 hour per week

3	Assignment	Students will put theory into practice and get proficient in AI-assisted programming. They will design solutions to solve practical programming problems based on techniques and solution ideas from the lectures and labs.	2, 3, 4	
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Assessment Tasks / Activities (ATs)

ATs		CILO No.	Weighting (%)	Remarks ("- " for nil entry)	Allow Use of GenAI?
1	Quiz	1, 3, 4	20	Correctly explain different parts of a computer program and the behaviour of its execution. Find out program errors and make corrections. Apply proper programming techniques to solve a task. Construct well-structured programs.	No
2	Assignment	2, 3, 4	30	Individual or group assignments on program development and testing.	Yes

Continuous Assessment (%)

50

Examination (%)

50

Examination Duration (Hours)

2

Minimum Examination Passing Requirement (%)

30

Additional Information for ATs

For a student to pass the course, at least 30% of the maximum mark for the examination must be obtained.

Assessment Rubrics (AR)**Assessment Task**

Quiz

Criterion

1.1 ABILITY to explain, analyse and debug the structure of a computer program

Excellent (A+, A, A-)

High

Good (B+, B, B-)

Significant

Fair (C+, C, C-)

Moderate

Marginal (D)

Basic

Failure (F)

Not even reaching marginal levels

Assessment Task

Assignment

Criterion

2.1 CAPACITY for applying programming techniques

Excellent (A+, A, A-)

High

Good (B+, B, B-)

Significant

Fair (C+, C, C-)

Moderate

Marginal (D)

Basic

Failure (F)

Not even reaching marginal levels

Assessment Task

Examination

Criterion

3.1 CAPACITY for analyzing and writing effective computer programs

Excellent (A+, A, A-)

High

Good (B+, B, B-)

Significant

Fair (C+, C, C-)

Moderate

Marginal (D)

Basic

Failure (F)

Not even reaching marginal levels

Part III Other Information

Keyword Syllabus

The development of algorithms. Program design. Programming language. Control structures. Data types. Arrays/matrices, functions and parameters. Composite data types. List comprehension. Mathematics libraries. Structured decomposition. Programming style. Program testing. Introduction to recursion. Fundamentals on computer hardware architecture. Applications of programming to mathematical problem-solving methods.

Syllabus

- Program development environment
Software development process. Development tools. Program development environments.
- Programming techniques and the development of algorithms
Modular decomposition and stepwise refinement, principles of abstraction. Algorithms, the realization of algorithms as programs. Program design: programming language, procedural abstraction, parameter-passing, control structures, iteration, recursion.
- Data structures
The concept of data types. Simple data types. Arrays/matrices. List comprehension. Strings. Composite data types.
- Program development practice
Elements of programming style. Program testing. Program documentation.

Reading List**Compulsory Readings**

Title	
1	Richard L. Halterman (2018). Fundamentals of Python Programming
2	Allen Downey (2015). Think Python – How to Think Like a Computer Scientist. 2nd ed
3	Eric Matthes (2015). Python Crash Course: A Hands-On, Project-Based Introduction to Programming.
4	Paul Barry (2016). Head First Python: A Brain-Friendly Guide 2nd ed

Additional Readings

Title	
1	LinkedIn learning courses on AI-assisted literate programming tools such as Github Copilot and Jupyter. Available online at https://www.cityu.edu.hk/its/services-facilities/online-courses-linkedin-learning
2	John Denero (2011). Structure and Interpretation of Computer Programs. Available online at: https://wizzardforcel.gitbooks.io/sicp-in-python
3	A Byte Of Python, by C.H. Swaroop. Available online at: https://python.swaroopch.com/
4	Guttag, John V (2021). Introduction to computation and programming using Python: with application to computational modeling and understanding data.