

Access to H.E. National Programme Unit



Unit Title:	Principles of Computer Programming		
Graded Unit Code:	GA33COM05	Ungraded Unit Code:	UA33COM05
Pathway(s):	Computing Hospitality, Leisure and Tourism		
Module(s):	Computing		
Level:	3	Credit Value:	3
Valid from:	1 st August 2014	Valid to:	31 st July 2024

The following QAA grade descriptors must be applied if you are delivering the graded version of this unit:

1	Understanding of the subject
2	Application of knowledge
3	Application of skill
7	Quality

LEARNING OUTCOMES	ASSESSMENT CRITERIA
The learner will:	The learner can:
1. Understand the relationship between data and variables in a computer program	1.1 Define the terms data, constant, variable and data type and explain the relationship between them
	1.2 Declare variables and constants using appropriate data types including integer, real, character, string and Boolean types
	1.3 Use program statements to enter and validate data and to output results
	1.4 Declare and use one-dimensional and two-dimensional arrays

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LEARNING OUTCOMES	ASSESSMENT CRITERIA
The learner will:	The learner can:
2 Understand the use of common inbuilt program functions, standard operators, syntax and algorithms	2.1 Use a range of built-in programming functions and operators to manipulate data variables, e.g. concatenation, arithmetic, ordering and test for equality
	2.2 Identify and correct syntax errors in programming statements
	2.3 Select algorithms appropriately to manipulate data, e.g. assignment, selection, sequence, repetition, etc
3 Solve problems using straightforward computer programs	3.1 Use pseudo code to plan straightforward computer programs
	3.2 Write straightforward programs to solve a range of straightforward problems
	3.3 Compile, run and debug programs
	3.4 Identify appropriate data to test program functionality and modify programs as appropriate