

# PROG1001 - Programming 1

## Unit of Study PROG1001 Programming I (2024)



### Future students:

T: 1800 626 481

E: [Email your enquiry here](#)

### Current students:

Contact: [Faculty of Science and Engineering](#)

### Students studying at an education collaboration:

Please contact your relevant institution

### Unit Snapshot

<b>Unit type</b>	UG Coursework Unit
<b>Credit points</b>	12
<b>Faculty &amp; College</b>	<a href="#">Faculty of Science and Engineering</a>
<b>Placement</b>	No

# Unit content

1. Introduction to Programming
2. Writing Programs
3. More about Methods
4. Object Interaction
5. Decisions
6. Constructors and Overloading

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# Learning outcomes

Unit Learning Outcomes express learning achievement in terms of what a student should know, understand and be able to do on completion of a unit. These outcomes are aligned with the **graduate attributes**. The unit **learning outcomes and graduate attributes** are also the basis of evaluating prior learning.

**On completion of this unit, students should be able to:**

install and use a programming environment to build simple object-oriented programs

explain the behaviour of simple programs involving the fundamental programming constructs

use and create programming classes and methods using accepted best practice

refactor code to make code more readable and well-formed

1. Install and use a programming environment to build simple object-oriented programs
2. Explain the behaviour of simple programs involving the fundamental programming constructs
3. Use and create programming classes and methods using accept best practice
4. Refactor code to make code more readable and well-informed