

<b>Unit Code and Title</b>	<b>BIS1003 Introduction to Programming</b>
<b>Course(s)</b>	Diploma of Business Information Systems; Bachelor of Business Information Systems
<b>Core or Elective</b>	<b>Core:</b> Diploma of Business Information Systems; Bachelor of Business Information Systems
<b>Credit Points</b>	6 credit points
<b>Duration</b>	1 standard study period
<b>AQF Level</b>	5
<b>Student Workload</b>	Students should expect to spend approximately 120 hours on learning activities across the study period. This includes time spent attending scheduled classes, undertaking private study, preparing assessments, and completing examinations.
<b>Essential Requirements</b>	N/A
<b>Mode(s) of Delivery</b>	On campus /Online
<b>Pre-Requisites</b>	N/A

### Unit Description

This unit provide students with an overview of the fundamental knowledge and skills required to code applications. The goal of this unit is to provide a theoretical and practice foundation for understanding the basic concepts of programming. The unit provides a foundational understanding of program design and implementation of algorithms to solve simple problems. Topics covered includes basic input and output, program control structures, basic data structures and modular program structure.

### Unit Learning Outcomes (ULOs)

On successful completion of this unit, students will be able to:

- [ULO1] Analyse a given problem and construct a logical solution suitable for implementation as a computer language.
- [ULO2] Demonstrate an understanding of basic structured programming concepts and constructs.
- [ULO3] Design an algorithm that applies structured programming techniques to solve a given problem.
- [ULO4] Use programming skills and basic usability principles to design and implement simple applications.
- [ULO5] Apply testing strategies to demonstrate that an application meets its specifications.