<table>
<thead>
<tr>
<th><strong>Module Code</strong></th>
<th>CS7025</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Module Name</strong></td>
<td>Programming for Digital Media 1+2</td>
</tr>
<tr>
<td><strong>ECTS Weighting</strong></td>
<td>10 ECTS</td>
</tr>
<tr>
<td><strong>Semester taught</strong></td>
<td>Semester 1 &amp; 2</td>
</tr>
<tr>
<td><strong>Module Coordinator/s</strong></td>
<td>Ramisa Gachpaz Hamed</td>
</tr>
</tbody>
</table>

### Module Learning Outcomes

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

- LO1. Understand different software and hardware platforms
- LO2. Be familiar with basic programming techniques
- LO3. Understand JavaScript
- LO4. Know the network model for the Internet
- LO5. Understand client/server programming

### Module Content

Students with no programming background will be given the knowledge and confidence to tackle small-scale programming projects using JavaScript. The emphasis on browser-based programming examples means that students will also be familiar with many typical techniques for producing interactive effects in web-based applications. Students will also be aware that the core programming techniques can be applied to other programming languages, and are therefore prepared for technologies introduced on later courses on the degree programme.

**Semester 1**

- Programming concepts
- Variables and data storage
- Statements and flow of control
- Functions and modularity
- Input and Output

**Semester 2**

- The design and structure of networking.
- Technology for Client/Server programming in a networked environment.
- Introduction to server-side scripting.
- Introduction to database technology.
- Software design issues in network applications.
- Development for mobile platforms

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1. TEP Glossary
Teaching and Learning Methods

e.g., lectures, laboratories, tutorials, online, field trips, practice-based, etc.

Please include a brief description.

Assessment Details

<table>
<thead>
<tr>
<th>Assessment Component</th>
<th>Brief Description</th>
<th>Learning Outcomes Addressed</th>
<th>% of total</th>
<th>Week set</th>
<th>Week due</th>
</tr>
</thead>
<tbody>
<tr>
<td>100% Coursework</td>
<td></td>
<td>e.g. LO1, LO2, LO3, LO4, LO5</td>
<td>100%</td>
<td>n/a</td>
<td>n/a</td>
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</tbody>
</table>

Reassessment Details

N/A

Contact Hours and Indicative Student Workload

<table>
<thead>
<tr>
<th>Contact Hours (scheduled hours per student over full module), broken down by:</th>
<th>66 hours</th>
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</thead>
<tbody>
<tr>
<td>Lectures (Semester 1: 22 hours, Semester 2: 11 hours)</td>
<td>33 hours</td>
</tr>
<tr>
<td>Labs (Semester 1: 11 hours, Semester 2: 22 hours)</td>
<td>33 hours</td>
</tr>
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</table>

<table>
<thead>
<tr>
<th>Independent study (outside scheduled contact hours), broken down by:</th>
<th>20 hours</th>
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</thead>
<tbody>
<tr>
<td>Completion of assignments</td>
<td>20 hours</td>
</tr>
</tbody>
</table>

Total Hours 86 hours

Recommended Reading List

- David Flanagan: [JavaScript: The Definitive Guide](#)
- Doug Crockford: [JavaScript: The Good Parts](#)
- Paul Vickers: [How to think like a programmer](#)

Module Pre-requisites

Prerequisite modules: None

Other/alternative non-module prerequisites: N/A

Module Co-requisites

N/A

Module Website

[http://mymodule.tcd.ie/](http://mymodule.tcd.ie/)

Last Update

26/07/2019 by Mads Haahr

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2 [TEP Guidelines on Workload and Assessment](#)