SGG 3643

Computer Programming III

Course Introduction

Introduction

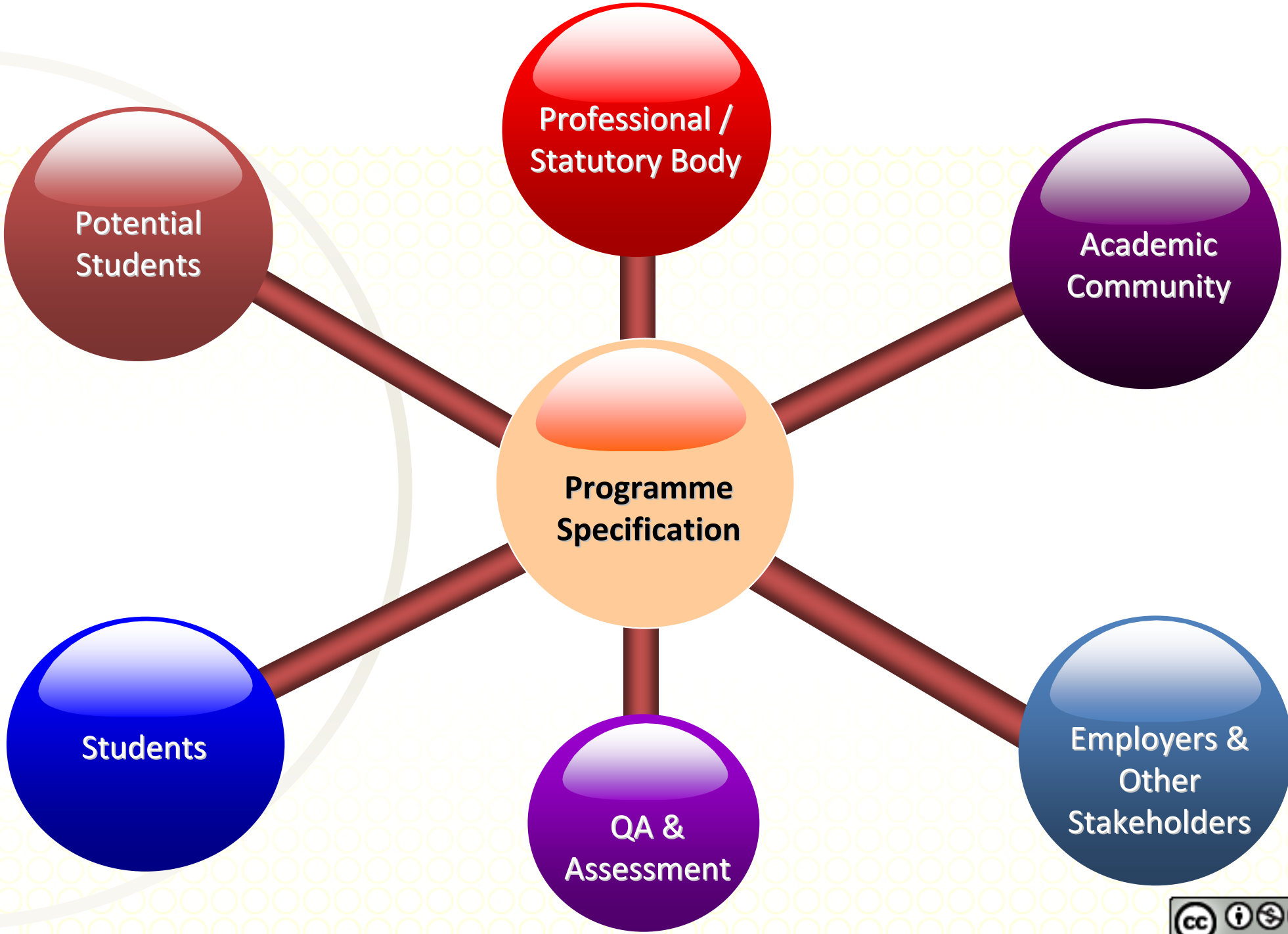
- The aim of study is to provide basic knowledge in Internet programming and to highlight the importance of the subject for web-based GIS development.
- Students will be exposed to basic knowledge in web programming languages such as HTML, CSS, PHP, XML, XSLT and KML.

Weekly Schedule

Week 1 : Introduction to the course
Week 2 : Introduction to HTML
Week 3 : HTML & CSS
Week 4 : HTML & CSS
Week 5 : Mid-semester break / Chinese New Year
Week 6 : HTML, PHP & GIS
Week 7 : HTML, PHP & GIS
Week 8 : Introduction to XML & XSLT
Week 9 : XML & XSLT
Week 10 : XML based applications
Week 11 : XML based applications
Week 12 : Introduction to KML
Week 13 : KML & GIS
Week 14 : KML & GIS
Week 15 : Revision week

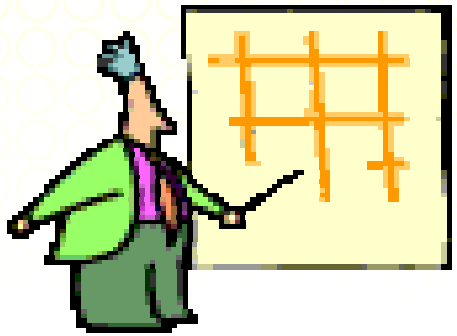
Assessment

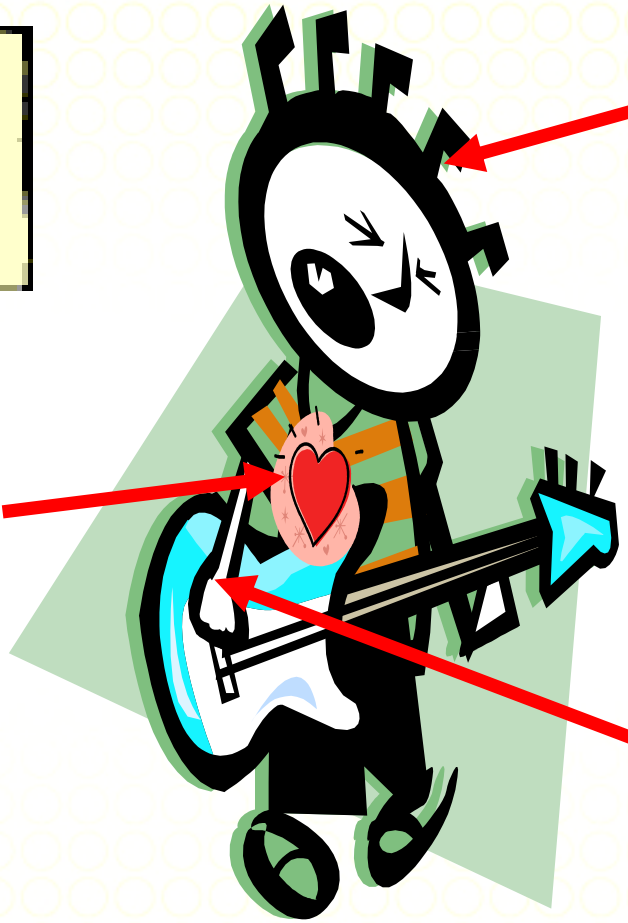
Assessment	#	% Each	% Total
Assignment	1 (week 2)	10	10
Lab Tasks	4 (week 2, 6, 9, 12)	5	20
Tests	2 (week 6, 12)	10	20
Peer Assessment / Observation (Generic Skill)	During labs	-	10
Final Exam	1 (exam week)	40	40
		Overall Total	**100**


Professional / Statutory Body
Potential Students
Academic Community
Programme Specification
Students
QA & Assessment
Employers & Other Stakeholders

OBE Model Hierarchy

The 3 Domains of Educational Goals





Cognitive

Affective

Psychomotor

Programme Outcome (PO)

PO1	Able to acquire knowledge of science, technology and innovation in the field of GIS, remote sensing and geospatial related technologies.
PO2	Able to apply knowledge, methods, techniques and skills on GIS, remote sensing and geo-spatial related technologies in solving various geospatial problems.
PO3	Able to identify, formulate, manage, analyze and solve problems related to geoinformation technologies development and applications.
PO5	Able to think critically, logically and analytically in solving geospatial-related problems.
PO6	Able to work individually and collaboratively as part of a team.

Course Outcome (CO)

CO	Course Outcome (CO)	PO	Bloom Taxonomy
1	Ability to define and explain the concepts of web development and its applications.	PO1	COGNITIVE
2	Ability to discuss open issues concerning web applications and trend.	PO2	COGNITIVE
3	Ability to carry out static web application development using HTML and CSS coding.	PO3	COGNITIVE
4	Ability to analyze the design of HTML / XML based files and solve implementation issues.	PO3	COGNITIVE
5	Ability to practice HTML and XML knowledge in development of a simple web-based GIS application using practical solution.	PO5	PSYCHOMOTOR
6	Ability to cooperate and commit collaboratively as part of a team and work individually in solving web application problem.	PO6	AFFECTIVE