



Module Handbook

Module Name :	<i>Bahasa Pemrograman</i> Programming Language
Module level :	Bachelor degree/Undergraduate Program
Course Code :	4420103023
Abbreviation, if applicable:	-
Courses included in the module, if applicable:	Not Applicable
Semester/Term	3 rd / Second year
Module coordinator(s)	Dr. Atik Wintarti, M.Kom.
Lecturer(s):	Dr. Atik Wintarti, M.Kom. Dr. Elly Matul Imah. M.Kom.
Language:	Bahasa Indonesia (Indonesian Language)
Classification within the curriculum:	Compulsory/ Elective
Teaching format/class hours per week during the semester:	3 contact hours of lectures (<i>sks</i> or credit unit*)
Workload :	3 x 50 minutes lectures, 32 x 60 minutes structured activity, and 3 x 60 minutes individual activity per week, 14 weeks per semester 119 total hours per semester ~ 4.77 ECTS**
Credit Unit:	3 credit unit (3.77 ECTS)
Requirements:	Digital Literacy



<p>Learning goals/competencies:</p>	<p>Knowledge (KNO-1: Demonstrating mathematical knowledge and mathematical insight)</p> <p>CLO-1: Able to demonstrate mathematical concepts in programming</p> <p>Skill (SKI-2: Formulating and solving fundamental mathematical problems)</p> <p>CLO-2: Able to formulate mathematical problems in pseudocode programming</p> <p>Skill (SKI-4: Implementing simple mathematical procedures in computer programs.)</p> <p>CLO-3: Able to formulate a simple mathematical procedure in programming</p> <p>Competence (COM-3: Solving mathematical problems using technology)</p> <p>CLO-4: Able to solve a mathematical problem using programming</p> <p>Social (SOC-1: Working collaboratively and having social sensitivity (obligations as citizens and towards religion) and being able to bring change to a techno-ecopreneurship community.)</p> <p>CLO-5: Able to work in a team to solve a social problem using the techno-ecopreneurship principle</p> <p>Social (SOC-2: Showing responsibility for work in the field of expertise independently, having a lifelong willingness to learn, and having the courage to make decisions.)</p> <p>CLO-6: Able to be responsible to complete the individual assignment</p>
<p>Content</p>	<p>This course is primarily aimed at teaching basic concepts and techniques for creating computer programs using an object-oriented programming. Lecture activities are carried out in a student center with discussions, observations, project assignments, and presentations</p>

<p>Attribute Soft skill:</p>	<p>Active communication; Discipline; Collaboration; Responsibility; and Argumentation in class</p>			
<p>Study/exam achievements:</p>	<p>The final grade (NA) is calculated based on the following ratio:</p> <table border="1" data-bbox="541 1944 1347 2011"> <tr> <td data-bbox="541 1944 943 2011"> <p>Assessment Components</p> </td> <td data-bbox="943 1944 1347 2011"> <p>Percentage of contribution</p> </td> </tr> </table>		<p>Assessment Components</p>	<p>Percentage of contribution</p>
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	<table border="1"> <tr> <td>Participation</td> <td>20%</td> </tr> <tr> <td>Assignment</td> <td>30%</td> </tr> <tr> <td>Mid-semester test</td> <td>20%</td> </tr> <tr> <td>Final semester test</td> <td>30%</td> </tr> </table> <p>Grade conversion of 0-100 scale into 0-4 scale is set as below:</p> <table border="1"> <thead> <tr> <th>Letter</th> <th>Number</th> <th>Grade Interval</th> </tr> </thead> <tbody> <tr> <td>A</td> <td>4,00</td> <td>$85 \leq A \leq 100$</td> </tr> <tr> <td>A-</td> <td>3,75</td> <td>$80 \leq A- < 85$</td> </tr> <tr> <td>B+</td> <td>3,50</td> <td>$75 \leq B+ < 80$</td> </tr> <tr> <td>B</td> <td>3,00</td> <td>$70 \leq B < 75$</td> </tr> <tr> <td>B-</td> <td>2,75</td> <td>$65 \leq B- < 70$</td> </tr> <tr> <td>C+</td> <td>2,50</td> <td>$60 \leq C+ < 65$</td> </tr> <tr> <td>C</td> <td>2,00</td> <td>$55 \leq C < 60$</td> </tr> <tr> <td>D</td> <td>1,00</td> <td>$40 \leq D < 55$</td> </tr> <tr> <td>E</td> <td>0,00</td> <td>$0 \leq E < 40$</td> </tr> </tbody> </table>	Participation	20%	Assignment	30%	Mid-semester test	20%	Final semester test	30%	Letter	Number	Grade Interval	A	4,00	$85 \leq A \leq 100$	A-	3,75	$80 \leq A- < 85$	B+	3,50	$75 \leq B+ < 80$	B	3,00	$70 \leq B < 75$	B-	2,75	$65 \leq B- < 70$	C+	2,50	$60 \leq C+ < 65$	C	2,00	$55 \leq C < 60$	D	1,00	$40 \leq D < 55$	E	0,00	$0 \leq E < 40$
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Learning Methods :	<p>Student-centered approach; project-based learning; lecturer and discussion; and presentations (structured activities)</p> <p>Skills or competence learning outcomes can be achieved by practicum activity.</p>																																						
Form of Media:	Power point slides; video; worksheets, and textbooks																																						
Literature (primary references):	<ol style="list-style-type: none"> 1. Kuhlman, D. 2013 . A Python Book: Beginning Python, Advanced Python, and Python Excercises. MIT. 2. Swaroop, C. H. 2013. A Byte of Python. Packt Publishing 3. Shaw, Z. 2014. Learn Python The Hard Way 3rd Edition. Addison-Wesley 4. Septian, R. F. 2013, Belajar Pemrograman Python Dasar. POSS-UPI 5. Software Visual Programming: Python 3 6. William F. Punch and Richard Enbody: The Practice of Computing Using Python. 3rd Edition. Pearson, 2016. 7. Allen B. Downey: Think Python 2e. 2nd Edition. Green Tea Press, 2015. 																																						



MINISTRY OF EDUCATION, CULTURE, RESEARCH, AND TECHNOLOGY

UNIVERSITAS NEGERI SURABAYA

FACULTY OF MATHEMATICS AND NATURAL SCIENCE

UNDERGRADUATE PROGRAM OF MATHEMATICS

Ketintang Campus, C8-C9 Buildings of FMIPA, Surabaya

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Notes:	*1 credit unit or <i>sks</i> in learning process = three periods consist of: (a) scheduled instruction in a classroom or laboratory (50 minutes); (b) structured activity (60 minutes); and (c) individual activity (60 minutes) according to the Regulation of Indonesia Ministry of Research, Technology, and Higher Education No. 44 Year 2015 jo. the Regulation of Indonesia Ministry of Research, Technology, and Higher Education No. 50 Year 2018.
	**1 credit unit or <i>sks</i> = 1.59 ECTS according to Rector Decree Of Universitas Negeri Surabaya No. 598/UN38/HK/AK/2019