Postgraduate Certificate

Introduction to Programming

tech technological university

Postgraduate Certificate
Introduction to Programming

- Modality: **online**
- Duration: **2 months**
- Certificate: **TECH Technological University**
- Dedication: **16h/week**
- Schedule: **at your own pace**
- Exams: **online**

Website: www.techtitute.com/in/information-technology/postgraduate-certificate/introduction-programming

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01

Introduction

Specialize in Introduction to Programming, with this intensive training given by experts with extensive experience in the sector. You will develop your skills and knowledge, in a practical and 100% online way, with the best didactic resources. A unique opportunity to give the boost that your career needs.

This Postgraduate Certificate will allow you to update your knowledge in Introduction to Programming a practical way, 100% online in a practical way, 100% online, without renouncing to the maximum educational rigor"

This program is aimed at those interested in attaining a higher level of knowledge in Introduction to The Programming. The main objective is to enable the student to apply in the real world the knowledge acquired in this Course, in a work environment that reproduces the conditions that can be found in their future, in a rigorous and realistic way.

This program will prepare scientifically and technologically, as well as to develop the professional practice of software engineering, with a transversal and versatile approach adapted to the new technologies and innovations in this field. Refresher extensive knowledge in Introduction to The Programming from professionals in the field.

Take the opportunity and study this training's degree in a 100% online format, without having to give up your obligations. Update your knowledge and get your degree to continue growing personally and professionally.

This **Postgraduate Certificate in Introduction to Programming** contains the most complete and up-to-date program on the market. The most important features include:

- 100 simulated scenarios presented by experts in Introduction to The Programming
- Introduction to The graphic, schematic and practical contents with which they are conceived, provide scientific and practical information on Programming
- News on the latest developments in Programming Software Science
- It contains practical exercises where the self-evaluation process can be carried out to improve learning
- Interactive learning system based on the case method and its application to real practice
- All this will be complemented by theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- Content that is accessible from any fixed or portable device with an Internet connection

Learn the latests techniques and strategies with this program and achieve the sucess as an Engineer"

Learn about Information Systems with this intensive program , from the comfort of your home”

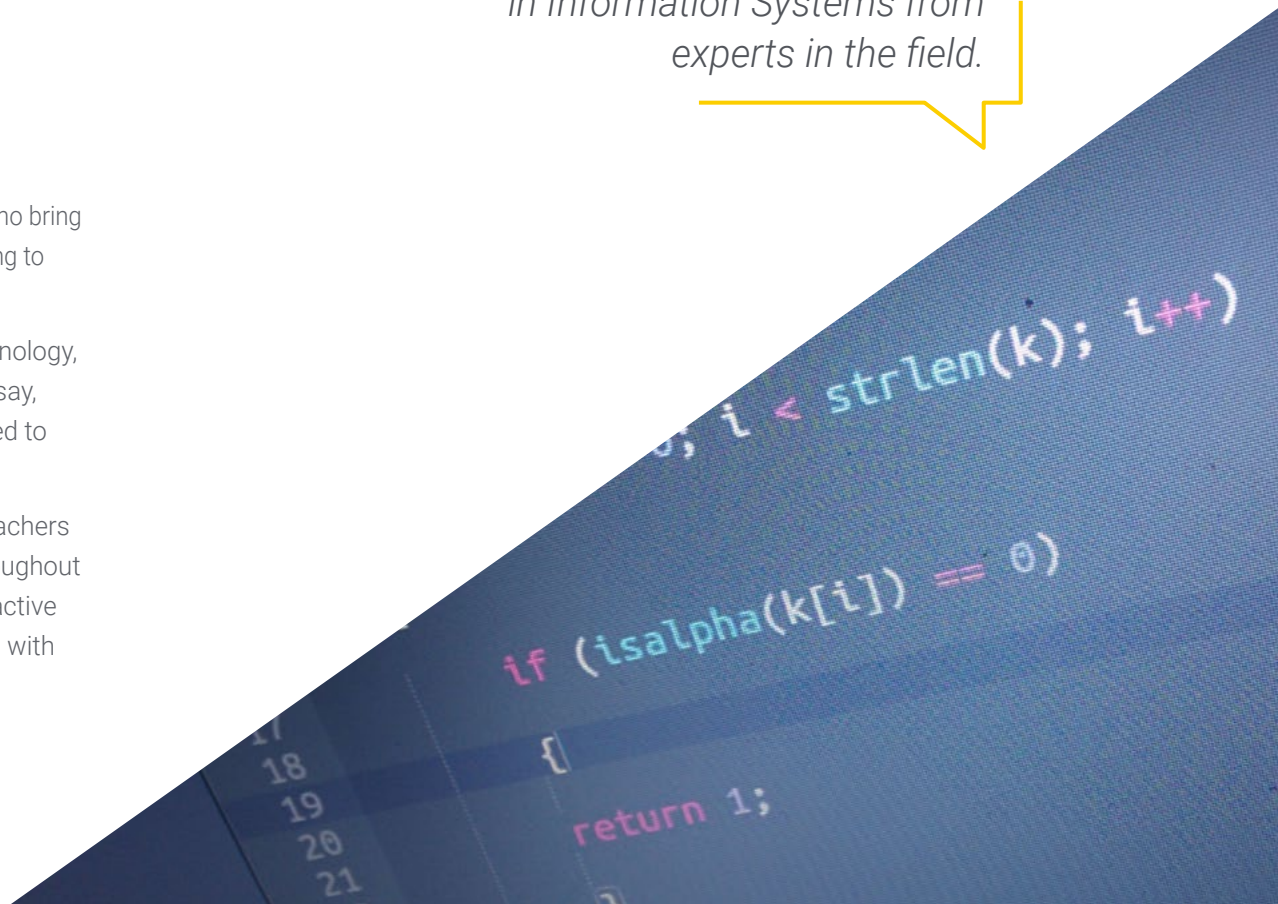
Take advantage of the latest educational technology to update on Introduction to the Programming from the confort of your home.

Learn about the latest techniques in Information Systems from experts in the field.

It includes in its teaching staff professionals belonging to the field of education, who bring to this training their work experience, in addition to recognized specialists belonging to reference societies and prestigious universities.

Thanks to its multimedia content developed with the latest educational technology, they will allow the professional a situated and contextual learning, that is to say, a simulated environment that will provide an immersive learning programmed to prepare in real situations.

The program design is based on Problem-Based Learning, through which teachers must try to solve the different professional practice situations that arise throughout the course. To do so, the professional will be assisted by an innovative interactive video system created by recognized experts in Introduction to Programming with extensive teaching experience.



02

Objectives

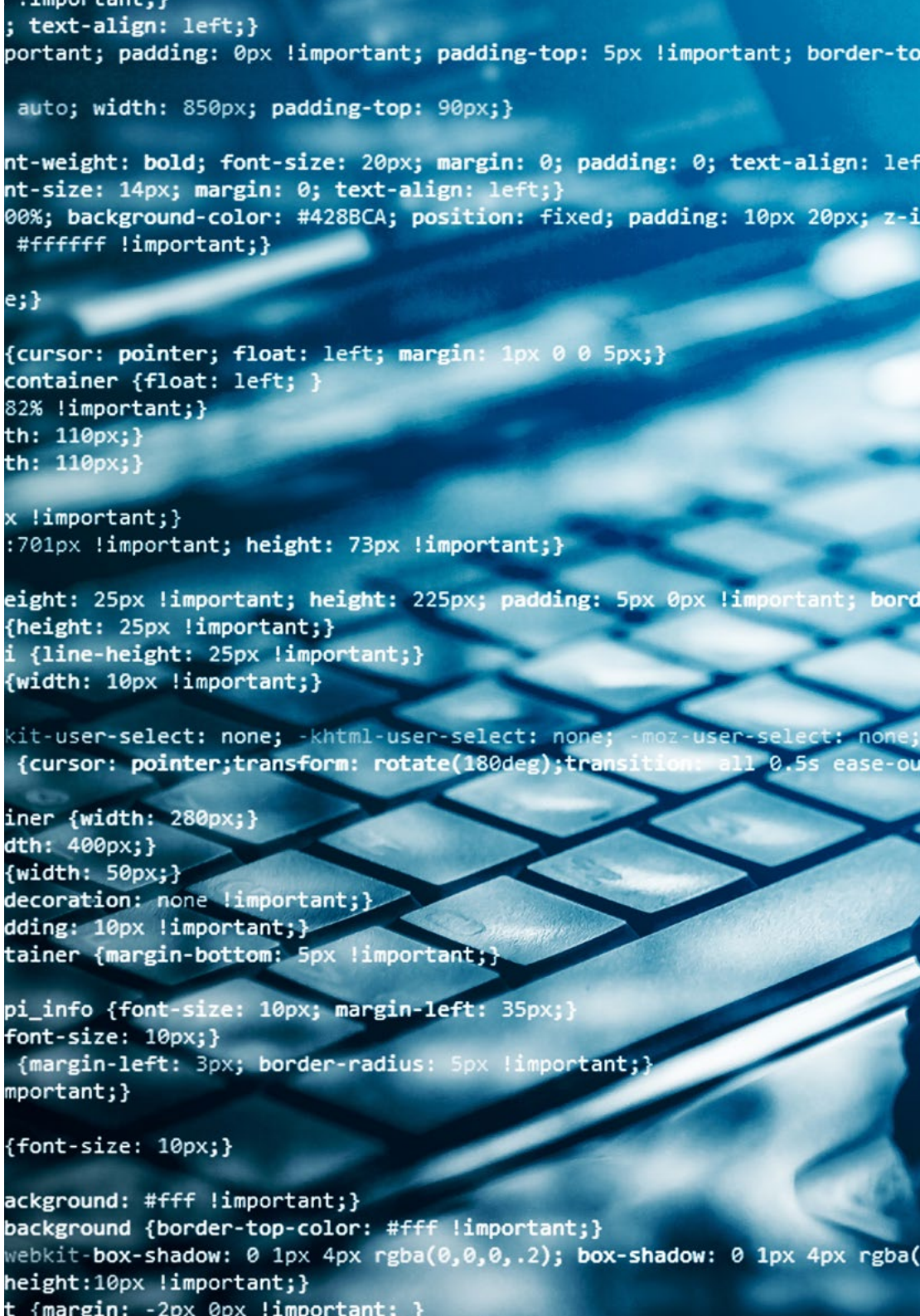
The objective of this program is to provide IT professionals with the knowledge and skills necessary to carry out their activity using the most advanced protocols and techniques of the moment. By means of a work approach totally adaptable to the student, this professional Course's degree will lead you progressively to acquire the skills that will push you towards a higher professional level.

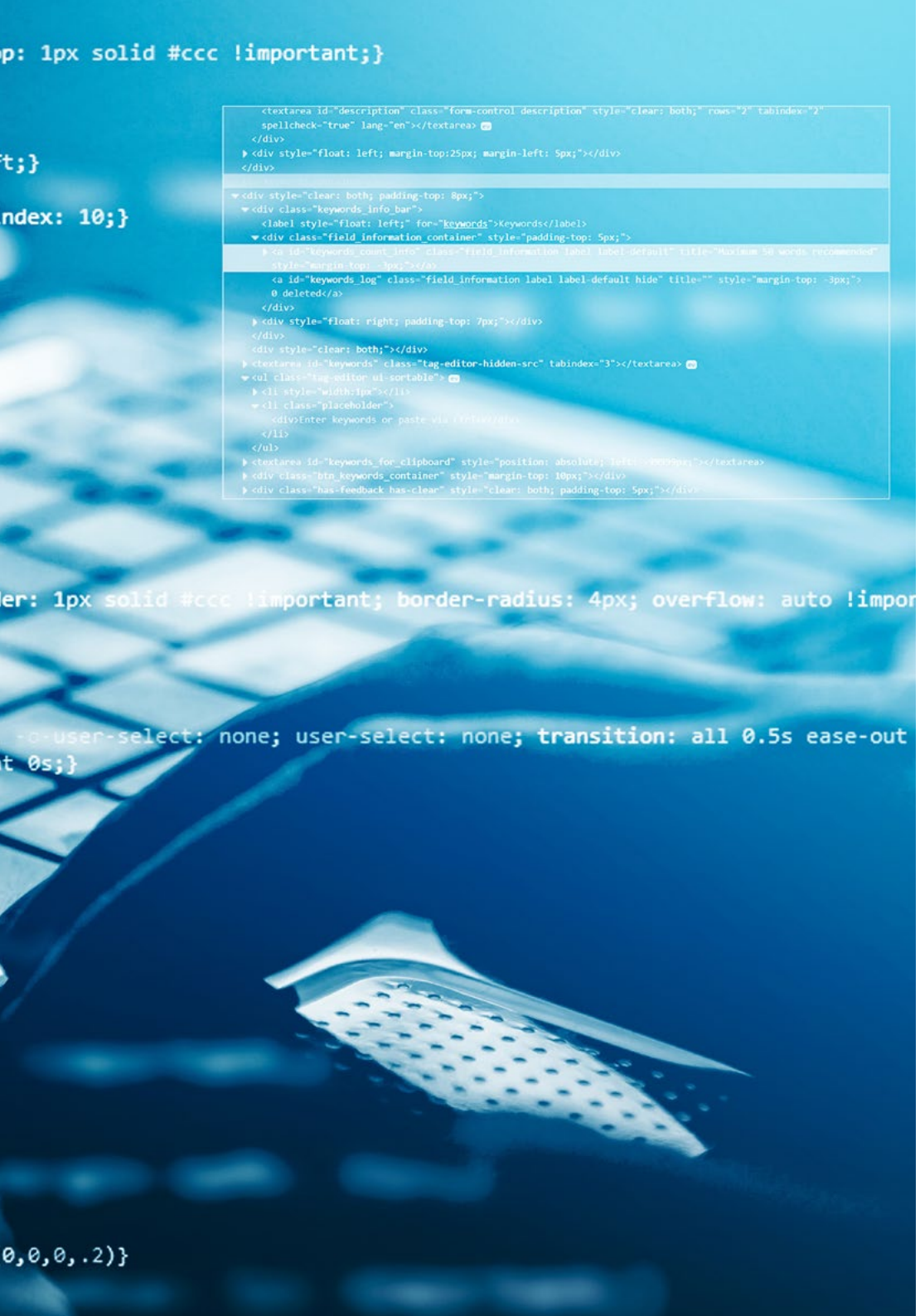
Achieve the level of knowledge you desire and master the fundamental concepts in Human Programming Software with this high-level training program"

General Objectives

- Prepare scientifically and technologically, as well as to develop the professional practice of IT engineering, with a transversal and versatile approach adapted to the new technologies and innovations in this field
- Obtain wide knowledge in the field of computer engineering, structure of computers and in Human-Computer Interaction including the mathematical, statistical and physical basis which is essential in engineering

Enroll in the best Introduction to Programming Course program on the current university escenario"





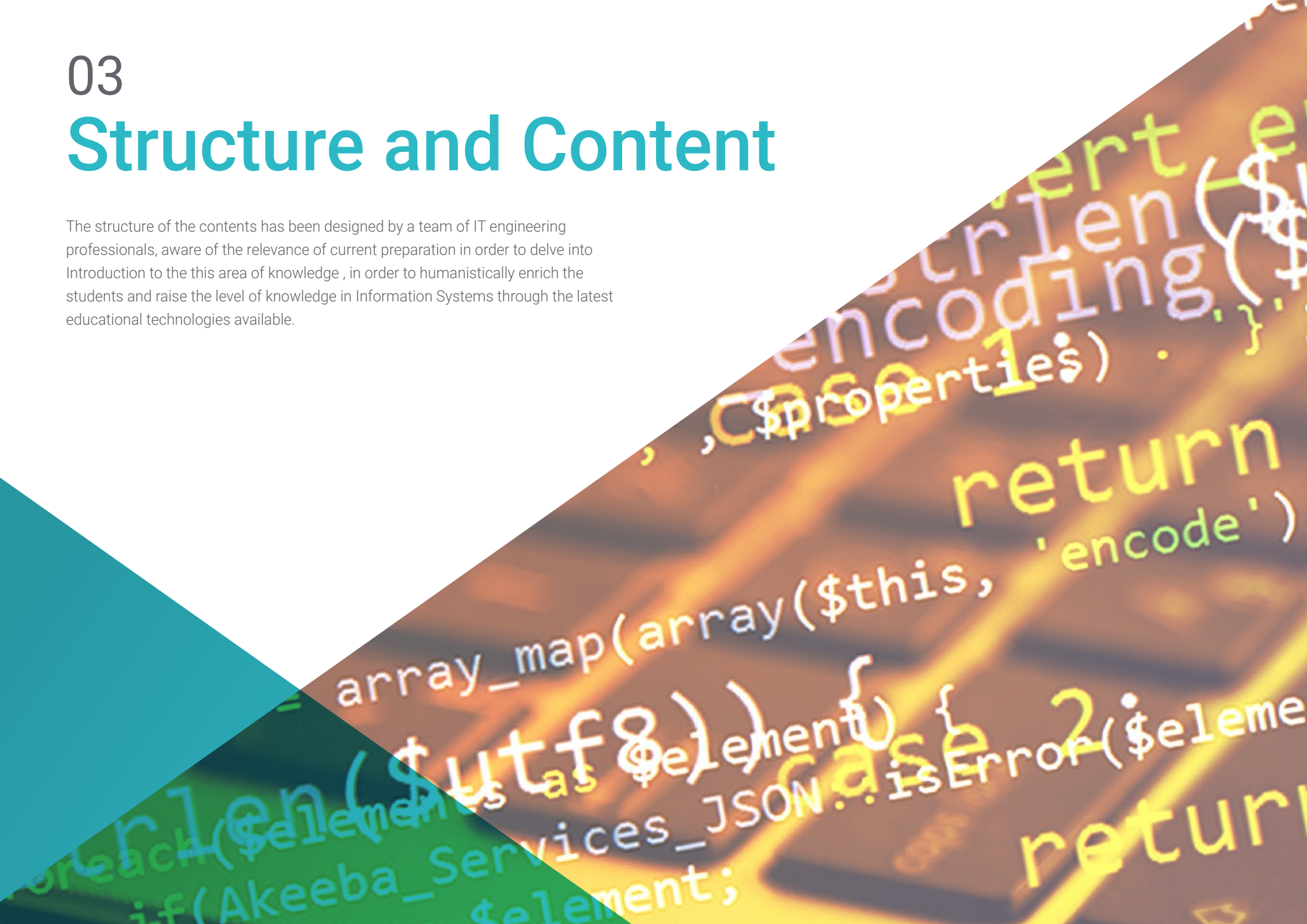
Specific Objectives

- Understand the basic structure of a computer, software and general-purpose programming languages
- Learn to design and interpret algorithms, which are the necessary basis for developing computer programs
- Understand the essential elements of a computer program, such as the different types of data, operators, expressions, statements, I/O and control statements
- Understand The different data structures available in general purpose programming languages, both static and dynamic, and to acquire the essential knowledge for file handling
- Know the different testing techniques in computer programs and the importance of generating good documentation together with good source code
- Learn the basic concepts of the C++ programming language, one of the most widely used languages in the world

03

Structure and Content

The structure of the contents has been designed by a team of IT engineering professionals, aware of the relevance of current preparation in order to delve into Introduction to the this area of knowledge , in order to humanistically enrich the students and raise the level of knowledge in Information Systems through the latest educational technologies available.



This Postgraduate Course from Programming Theory contains the most complete and up-to-date program on the market"

Module 1. Programming Fundamentals

1.1. Introduction to Programming
- 1.1.1. Basic Structure of a Computer
- 1.1.2. Software
- 1.1.3. Programming Languages
- 1.1.4. Life Cycle of a Software Application

1.2. Algorithm Design
- 1.2.1. Problem Solving
- 1.2.2. Descriptive Techniques
- 1.2.3. Algorithm Elements and Structure

1.3. Elements of a Program
- 1.3.1. C++ Origin and Features
- 1.3.2. Development Environment
- 1.3.3. Concept of Program
- 1.3.4. Types of Fundamental Data
- 1.3.5. Operators
- 1.3.6. Expressions
- 1.3.7. Statements
- 1.3.8. Data Input and Output

1.4. Control Sentences
- 1.4.1. Statements
- 1.4.2. Branches
- 1.4.3. Loops

1.5. Abstraction and Modularity: Functions
- 1.5.1. Modular Design
- 1.5.2. Concept of Function and Utility
- 1.5.3. Definition of a Function
- 1.5.4. Execution Flow in a Function Call
- 1.5.5. Function Prototypes
- 1.5.6. Results Return
- 1.5.7. Calling a Function: Parameters
- 1.5.8. Passing Parameters by Reference and by Value
- 1.5.9. Scope Identifier

1.6. Static Data Structures
- 1.6.1. Arrays
- 1.6.2. Matrices. Polyhedra
- 1.6.3. Searching and Sorting
- 1.6.4. Chaining: I/O Functions for Chains
- 1.6.5. Structures. Unions
- 1.6.6. New Types of Data

1.7. Dynamic Data Structures: Pointers
- 1.7.1. Concept. Definition of Pointer
- 1.7.2. Pointer Operators and Operations
- 1.7.3. Pointer Arrays
- 1.7.4. Pointers and Arrays
- 1.7.5. Chain Pointers
- 1.7.6. Structure Pointers
- 1.7.7. Multiple Indirection
- 1.7.8. Function Pointers
- 1.7.9. Passing of Functions, Structures, and Arrays as Function Parameters

1.8. Files
- 1.8.1. Basic Concepts
- 1.8.2. File Operations
- 1.8.3. Types of Files
- 1.8.4. File Organization
- 1.8.5. Introduction to C++ Files
- 1.8.6. Managing Files

1.9. Recursion
- 1.9.1. Definition of Recursion
- 1.9.2. Types of Recursion
- 1.9.3. Advantages and Disadvantages
- 1.9.4. Considerations
- 1.9.5. Recursive-Iterative Conversion
- 1.9.6. Recursion Stack

1.10. Testing and Documentation
- 1.10.1. Program Testing
- 1.10.2. White Box Testing
- 1.10.3. Black Box Testing
- 1.10.4. Testing Tools
- 1.10.5. Program Documentation

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@throws IllegalArgumentException if the specified
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Collection<K> transformFromDto(Collection<V> items)
@param items DTO list to convert
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04

Methodology

This academic program offers students a different way of learning. Our methodology uses a cyclical learning approach: **Relearning.**

This teaching system is used, for example, in the most prestigious medical schools in the world, and major publications such as the **New England Journal of Medicine** have considered it to be one of the most effective.

Discover Relearning, a system that abandons conventional linear learning, to take you through cyclical teaching systems: a way of learning that has proven to be extremely effective, especially in subjects that require memorization"

Case Study to contextualize all content

Our program offers a revolutionary approach to developing skills and knowledge. Our goal is to strengthen skills in a changing, competitive, and highly demanding environment.

At TECH, you will experience a learning methodology that is shaking the foundations of traditional universities around the world"

You will have access to a learning system based on repetition, with natural and progressive teaching throughout the entire syllabus.

The student will learn to solve complex situations in real business environments through collaborative activities and real cases.

A learning method that is different and innovative

This TECH program is an intensive educational program, created from scratch, which presents the most demanding challenges and decisions in this field, both nationally and internationally. This methodology promotes personal and professional growth, representing a significant step towards success. The case method, a technique that lays the foundation for this content, ensures that the most current economic, social and professional reality is taken into account.

> *Our program prepares you to face new challenges in uncertain environments and achieve success in your career"*

The case method has been the most widely used learning system among the world's leading Information Technology schools for as long as they have existed. The case method was developed in 1912 so that law students would not only learn the law based on theoretical content. It consisted of presenting students with real-life, complex situations for them to make informed decisions and value judgments on how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

What should a professional do in a given situation? This is the question that you are presented with in the case method, an action-oriented learning method. Throughout the course, students will be presented with multiple real cases. They will have to combine all their knowledge and research, and argue and defend their ideas and decisions.

Relearning Methodology

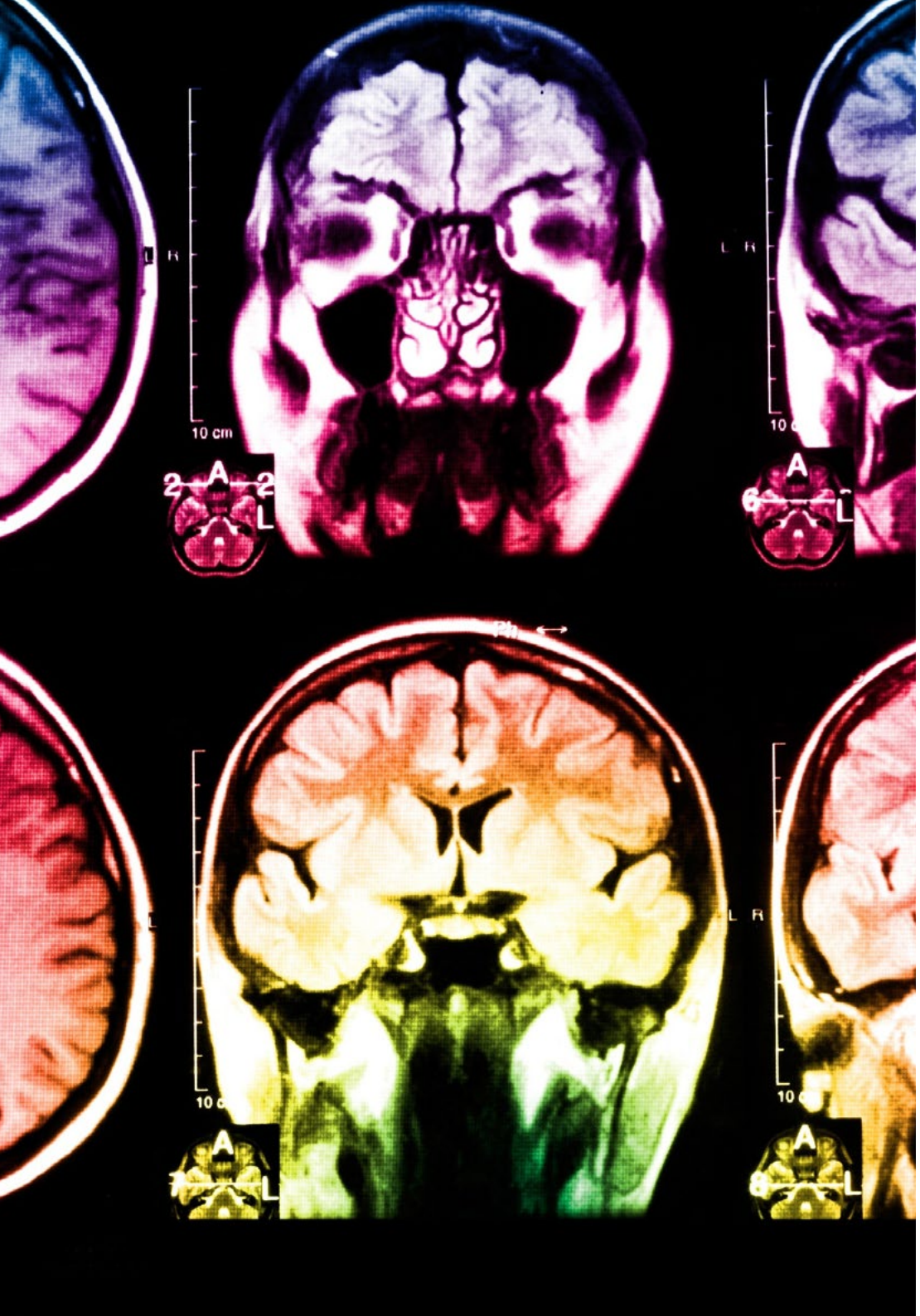
TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines different teaching elements in each lesson.

We enhance the Case Study with the best 100% online teaching method: Relearning.

In 2019, we obtained the best learning results of all online universities in the world.

At TECH you will learn using a cutting-edge methodology designed to train the executives of the future. This method, at the forefront of international teaching, is called Relearning.

Our university is the only one in the world authorized to employ this successful method. In 2019, we managed to improve our students' overall satisfaction levels (teaching quality, quality of materials, course structure, objectives...) based on the best online university indicators.



In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically. This methodology has trained more than 650,000 university graduates with unprecedented success in fields as diverse as biochemistry, genetics, surgery, international law, management skills, sports science, philosophy, law, engineering, journalism, history, and financial markets and instruments. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

Relearning will allow you to learn with less effort and better performance, involving you more in your training, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation for success.

From the latest scientific evidence in the field of neuroscience, not only do we know how to organize information, ideas, images and memories, but we know that the place and context where we have learned something is fundamental for us to be able to remember it and store it in the hippocampus, to retain it in our long-term memory.

In this way, and in what is called neurocognitive context-dependent e-learning, the different elements in our program are connected to the context where the individual carries out their professional activity.

This program offers the best educational material, prepared with professionals in mind:

Study Material

All teaching material is produced by the specialists who teach the course, specifically for the course, so that the teaching content is highly specific and precise.

These contents are then applied to the audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high quality pieces in each and every one of the materials that are made available to the student.

Classes

There is scientific evidence suggesting that observing third-party experts can be useful.

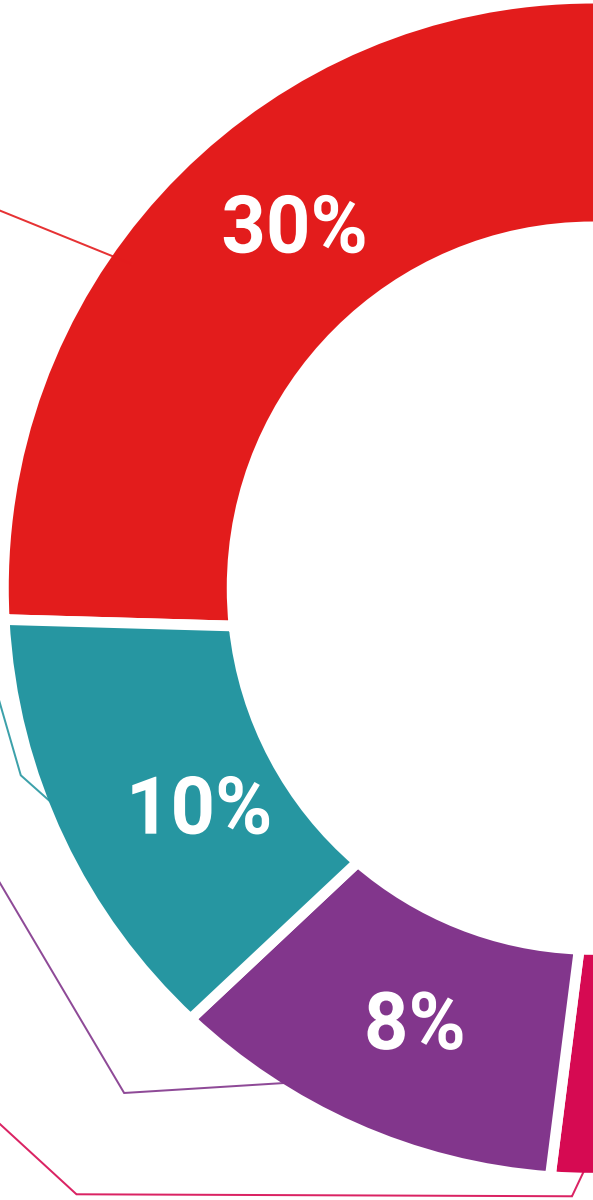
Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.

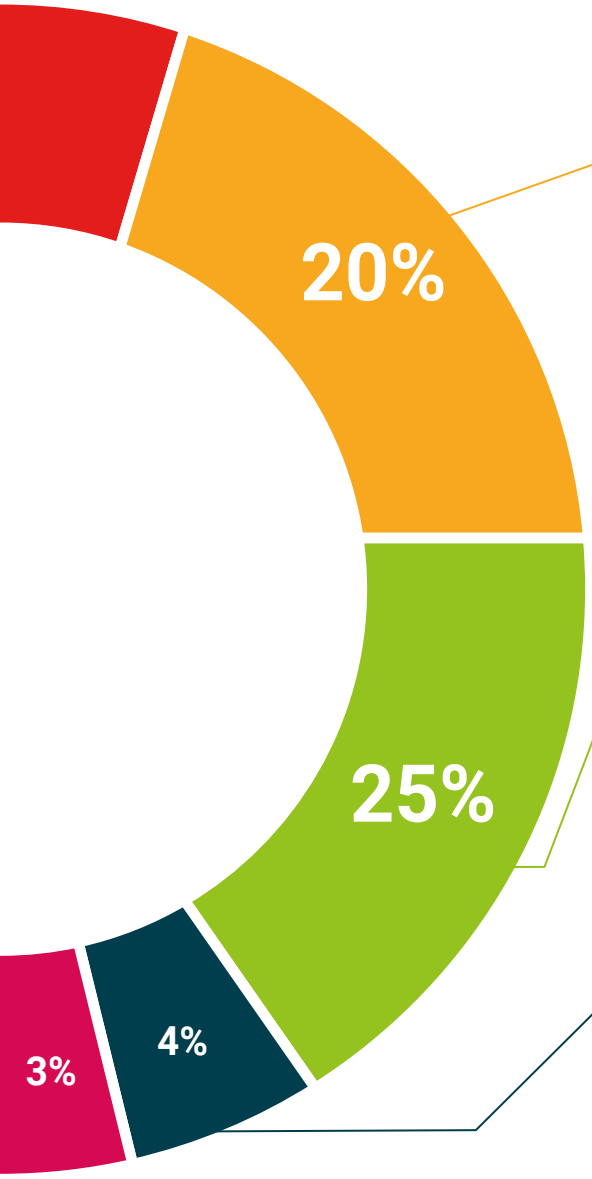
Practising Skills and Abilities

They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization that we are experiencing.

Additional Reading

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.





Case Studies

Students will complete a selection of the best case studies chosen specifically for this program. Cases that are presented, analyzed, and supervised by the best specialists in the world.

Interactive Summaries

The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".

Testing & Retesting

We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises, so that they can see how they are achieving their goals.

05

Certificate

The Postgraduate Certificate in Introduction to Programming guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Technological University.

Include in your Training a Certificate in Introduction to Programming Medicine: a highly qualified added value for any professional in this area"

This **Postgraduate Certificate in Introduction to Programming** contains the most complete and up-to-date program on the market.

After the student has passed the assessments, they will receive their corresponding **Postgraduate Certificate** issued by **TECH Technological University** via tracked delivery*.

The certificate issued by **TECH Technological University** will reflect the qualification obtained in the Postgraduate Certificate, and meets the requirements commonly demanded by labor exchanges, competitive examinations, and professional career evaluation committees.

Title: **Postgraduate Certificate in Introduction to Programming**

Official N° of Hours: **150 h.**

tech technological university

Awards the following

CERTIFICATE

to

Mr./Ms. _____, with identification number _____.

For having passed and accredited the following program

POSTGRADUATE CERTIFICATE

in

Introduction to Programming

This is a qualification awarded by this University, equivalent to 150 hours, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH is a Private Institution of Higher Education recognized by the Ministry of Public Education as of June 28, 2018.

June 17, 2020

Tere Guevara Navarro
Dean

Unique TECH Code: AFWORD23S techtitute.com/certificates

*Apostille Convention. In the event that the student wishes to have their paper certificate issued with an apostille, TECH EDUCATION will make the necessary arrangements to obtain it, at an additional cost.

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