Tutorial Letter 101/3/2018

Visual Programming 2

INF2611

Semesters 1 and 2

School of Computing

IMPORTANT INFORMATION:

This tutorial letter contains important information about the INF2611 module.

All other important information is sent to your **myLife account** and is available on the module **INF2611 website**.

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1 INTRODUCTION

Dear Student

Good day, and welcome to **Visual Programming 2**. This module is presented ***ONLINE*** only and you will not be receiving any printed materials. We assume you have an active myLife email account. Your next steps are to do the following:

- Go to the INF2611 module site on **myUnisa.**
- Read the **Welcome message** from your lecturer.
- Browse available **additional resources.**
- Install the **Python software and PyQt** on your computer. See 'How to install Python and PyQt' under 'FAQs' on myUnisa.
- You will **NOT** receive any further tutorial letters. Please download **Tutorial Letters 102 and 103** from 'Additional Resources' on myUnisa.

2 PURPOSE AND OUTCOMES

2.1 Purpose

The purpose of this module is to enable qualifying students to apply knowledge, skills and competencies in order to develop menu-driven, multiple layout and database -applications in the visual programming paradigm, through the use of Python. The qualifying student is able to programme computers to solve problems in business and society within African, South-African and global contexts. Students require daily online connectivity and access and programming ability.

2.2 Outcomes

The following are the module outcomes. On completion of this module, these outcomes are what you would have been expected to learn and what you will be tested on in the examination:

- ***Learning Outcome 1:***

  Students will apply and implement advanced features required in a fully featured GUI application.
- ***Learning Outcome 2:***

  Students will be able to initiate tasks in an application through the implementation of menus and toolbars.

- ***Learning Outcome 3:***

  Students will develop and enhance database applications by implementing multiple documents in a main menu and organising widgets in different layouts.

- ***Learning Outcome 4:***

  Students will describe the managing of data in an application with the implementing of a database management system.

3 LECTURER(S) AND CONTACT DETAILS

3.1 Lecturer(s)

The contact information of the lecturer(s) can be obtained from the **Welcome page** at the INF2611 website on myUnisa.

3.2 Department

Please see the COSALL tutorial letter for the telephone numbers of the module lecturers. For **Administrative queries (matters not related to module content)**, please consult the *Study @ Unisa* brochure, which you received with your study material. It contains information on how to contact Unisa (e.g. to whom you can address different queries, important telephone and fax numbers, addresses and details of the times when certain facilities are open).

3.3 University

Telephone	0861 670 411 (South Africa) or +27 11 670 9000 (International)
Email	study-info@unisa.ac.za
Online	http://www.unisa.ac.za
Postal address	University of South Africa, PO Box 392, Unisa, 0003
Please refer to the *Study @ Unisa* brochure for all other relevant contact details.	

4 RESOURCES

4.1 Prescribed books

Introduction to Python Programming and Developing GUI Applications with PYQT, Course Technology PTR, 2011

HARWANI BM

9781435460973

4.2 Recommended books

It is highly recommended that students use the internet to access free tutorials and training videos.

4.3 Electronic Reserves (e-Reserves)

None

4.4 Library services and resources information

For brief information, go to www.unisa.ac.za/brochures/studies
For detailed information, go to the Unisa website at http://www.unisa.ac.za/ and click on the word **"library"**.
For research support and services of personal librarians, go to http://www.unisa.ac.za/Default.asp?Cmd=ViewContent&ContentID=7102.

The library has compiled numerous library guides:

- Finding recommended reading in the print collection and e-reserves at– http://libguides.unisa.ac.za/request/undergrad
- Requesting material at– http://libguides.unisa.ac.za/request/request
- Postgraduate should be sought at – http://libguides.unisa.ac.za/request/postgrad
- Find, obtain and use library resources and tools to assist in doing research at – http://libguides.unisa.ac.za/Research_Skills
- You can read how to contact the library/finding us on social media/frequently asked questions at– http://libguides.unisa.ac.za/ask

5 STUDENT SUPPORT SERVICES

Important information will be sent to your myLife account.

6 STUDY PLAN

The proposed schedule for this semester is presented under "Assessment" below. Use your *Study@ Unisa* brochure for time management and planning skills.

7 PRACTICAL WORK AND WORK-INTEGRATED LEARNING

These do not apply to this module.

8 ASSESSMENT

8.1 Assessment plan

There are 15 weeks in this semester. You **must** submit all the assignments **electronically**; no hard copies will be accepted. The module assessment consists of two compulsory assignments and a final exam. The **year mark** is the total assignment marks achieved. Final mark = 30% year mark + 70% exam mark. For exam admission, you must submit at least Assignment 01

before the due date. The following is a proposed schedule to pace your studies and ensure that you have sufficient time to complete the assignments:

Week	2018 S1	2018 S2	Chapters (textbook)	Assignments
1	15 Jan	18 June	**Finalise registration**	Start Assignment 01
2	22	25		
3	29	2 July	**Revise Chapter 07 and 08**	Complete Assignment 01
4	5 Feb	9	**Chapter 09**	
5	12	16	**Chapter 10**	
6	19	23	**Chapter 11**	
7	26	30		
8	5 March	6 Aug	**Chapter 12**	Start Assignment 02
9	12	13		
10	19	20		
11	26	27		
12	2 April	3 Sept	**Exam preparation**	Complete Assignment 02
13	9	10		
14	16	17		
15	23	24		

8.2 General assignment numbers

Assignments are numbered consecutively per module, starting from 01. The details of the assignments may be found in Tutorial Letter 102, which can be downloaded from the module website. For marking purposes, early assignments are appreciated.

8.2.1 Unique assignment numbers

Each assignment has a unique number in the header. Kindly include this when submitting your assignment. You also can obtain the unique numbers on myUnisa. It is important that the **correct** unique number for the assignment is used.

8.2.2 Due dates for assignments

NOTE: According to the UNISA system:

- No late assignments will be accepted after these dates.
- You are encouraged to use the assignments as examination preparation.

Assignment number	Type	Semester 1 Due date	Semester 2 Due date
01	PDF	5 March 2018	6 August 2018
02	PDF	16 April 2018	25 Sept 2018

8.3 Submission of assignments

- Onscreen marking is used for this module. Submit PDF documents **electronically**.
- Assignments are **only** submitted **electronically**, via myUnisa (see the *Study @ Unisa* brochure).
- Assignments are part of the learning material for this module. As you do an assignment, read the prescribed book, consult other resources, discuss with fellow students or tutors, to ensure that you are actively engaged in learning.
- Enquiries about assignments must be addressed to the Assignment Section (see the *Study @ Unisa* brochure).
- Handwritten code in assignments will be given a zero mark.
- Practical programming assignments must be submitted in document format, where the document contains cut-and-paste sections of Python code. Pseudo-code will not be marked.
- Detected duplicate assignments will not be tolerated. You must submit your own work. It is unacceptable for students to submit assignments that are identical in content on the pretext that they worked together. This is copying (plagiarism), and therefore you may be penalised or subjected to disciplinary proceedings by Unisa.
- To submit an assignment via myUnisa, go to myUnisa and log in with your student number and password. Select the module. Click on “Assignments” in the left-hand menu. Click on the number of the assignment you want to submit. Follow the instructions.

9 OTHER ASSESSMENT METHODS

The assessment for this module includes:

- Self-assessment questions from previous papers with explanations.
- Past exam papers (unfortunately, however, the memorandums cannot be released), which will give you a good idea of the expectations for this module.

10 EXAMINATION

Please consult the examination timetable on myUnisa. Tutorial Letter 103 contains information about the examination.

11 FREQUENTLY ASKED QUESTIONS

Please view these on the module website.

12 SOURCES CONSULTED

URL references for the additional teaching materials used are available under “Learning Units” on the module site where applicable.

13 IMPORTANT INFORMATION

Free computer and internet access

Unisa has entered into partnerships with establishments (referred to as “Telecentres”) in various locations across South Africa to enable you (as a Unisa student) free access to computers and the internet. This access enables you to conduct the following academic related activities: registration; online submission of assignments; engaging in e-tutoring activities and signature courses; and so forth. Please note that any other activity outside of these is for your own costing, for example, printing, photocopying, and so forth. For more information on the telecentre nearest to you, please visit www.unisa.ac.za/telecentres.

14 CONCLUSION

This module requires many hours of programming practice. You are encouraged to practice the programming to ensure that you grasp the concepts. Most important, however, is to have fun while learning!