Interactive Systems

Programme course

6 credits

Interaktiva system

TDP022

Valid from: 2017 Spring semester

Determined by

Board of Studies for Computer Science
and Media Technology

Date determined

2017-01-25

Main field of study

Programming

Course level

First cycle

Advancement level

G2X

Course offered for

- Programming

Entry requirements

Note: Admission requirements for non-programme students usually also include admission requirements for the programme and threshold requirements for progression within the programme, or corresponding.

Examination

UPG3	Assignment with oral and written examination	1.5 credits	U, 3, 4, 5
UPG2	Assignment with oral and written examination	3 credits	U, 3, 4, 5
UPG1	Assignment with oral and written examination	1.5 credits	U, 3, 4, 5

Grades

Four-grade scale, LiU, U, 3, 4, 5

Department

Institutionen för datavetenskap

Director of Studies or equivalent

Jalal Maleki

Examiner

Magnus Bång

Course website and other links

http://www.ida.liu.se/~TDP022

Education components

Preliminary scheduled hours: 24 h
Recommended self-study hours: 136 h

Course literature

Kurslitteratur anslås på kurshemsidan

Common rules

Regulations (apply to LiU in its entirety)

The university is a government agency whose operations are regulated by legislation and ordinances, which include the Higher Education Act and the Higher Education Ordinance. In addition to legislation and ordinances, operations are subject to several policy documents. The Linköping University rule book collects currently valid decisions of a regulatory nature taken by the university board, the vice-chancellor and faculty/department boards.

LiU's rule book for education at first-cycle and second-cycle levels is available at http://styrdokument.liu.se/Regelsamling/Innehall/Utbildning_pa_grund-_och_avancerad_niva.