

University Modules

Transcript available on request

Module Title	Mark
First Year	
Procedural Programming	83.0
Computer Systems and Networks	94.1
Logic and Discrete Structures	81.8
Object-Orientated Programming	90.4
Fundamentals of Web Technology	75.6
Information System Analysis	71.8
Automata and Formal Languages	86.8
Professional and Research Practice	90.0
Second Year	
Software Engineering	72.1
Software Engineering Project	79.6
Probability and Matrices	87.0
Operating Systems	78.3
Database Systems	75.3
Graphical User Interfaces	73.0
Internet Protocols and Applications	82.5
Algorithms and Data Structures	81.6
Third Year	
Artificial Intelligence	87.5
Final Year Project	81.3
Web Programming	86.0
Embedded Systems	80.4
Bayesian Decision and Risk Analysis	59.6
Security Engineering	87.3
Multi-platform Game Development	61.4

Final Year Project - [Implementation of Catan and Development of an Artificial Intelligence Agent for the Tabletop Games Framework](#)