

ACADEMIC TRANSCRIPT

Degree BSc in Computer Science - Software Engineering

Awarding Institution: [Woolf University](#)

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*Isadora Costa,
Registrar*

Modules	Dates	Course Name	Course Topics	Assignments	Grades (%)	ECTS
Introduction to Preseason Web	22.03.2021	Introduction	General discussion on the key topics	Introduction Workshop	100	1.3
Preseason Web	22.03.2021	Introduction to Web development and programming logic	The basic syntax of Javascript	Quest 00	100	1.18
			Basic algorithms and syntax of Javascript	Bootcamp Javascript	90	1.18
				Bootcamp Javascript	90	1.18
			First programming project, Change the CSS of a web page with Flexboxes	My CSS is Easy	100	1.18
			Make a square "bounce" within the limits of the screen size of the user.	My Bouncing Box	100	1.18
			Create a simple back-end for a website	My First Backend	100	1.18



			hosted on the user machine.			
Introduction to Season 1 Arc 1	19.04.2021	Introduction to C	General discussion about C programming.	Introduction Workshop	-	1.3
Module 1 Arc 1 / Season 1 Arc 1			Learning C syntax and reproducing some functions from the C standard library, use of lists, structures, string management, and basic algorithms structures.	Bootcamp C Arc 1	100	1.18
				Bootcamp C Arc 1	100	1.18
			Bootcamp C Arc 1	100	1.18	
	17.05.2021	Get the C fundamentals	String Management Project	My Ngram	100	1.18
			Reproduction of the game named "The Mastermind", handling the user input and reading from the standard output, basic dynamic programming is required.	My Mastermind	100	1.18
			Create a variadic function in c to print an unknown number of variables with different types (reproduction of the printf C function)	My Printf	100	1.18
				My Printf	100	1.18
Module 1 Arc 2 / Season 1 Arc 2	13.09.2021	Intermediate level in C, first real projects	Learning C syntax, Linked Lists, structures and string management	Bootcamp C Arc 2	100	3.54
			Reproduction of the UNIX built-in 'ls' in C with a few options	My LS	100	3.54
			Reproduction of the UNIX built-in tar with most of the useful options	My Tar	100	4.71
			Create a program able to read a file and return a specific part of it.	My Readline	100	3.54
			Mock of a blockchain in C	My Blockchain	0	4.71
Introduction to Season 2	04.10.2021	Introduction to the Module 2	General discussion about C	Introduction Workshop	-	2.98
Module 2 / Season 2			Basic Ruby syntax and algorithm	Bootcamp Ruby	100	4.68



	07.03.2022	Become a C expert	Find the biggest square inside a X by Y map while avoiding obstacles using dynamic programming.	My BSQ	0	4.68
			Reproduce the unix bc built-in to handle operations with different operators. The use of a parser and a lexer is required.	My BC	100	4.68
			Find the shortest path inside of a labyrinth in C	My Mouse	100	4.68
			Reproduce a POSIX unix shell in C	ZSH	0	2.34
			Basic CSS project	CSS Easy I	100	3.54
				SQLite	0	3.54
			Get the content of a web page based on its URL	My Curl	100	2.36
			Library in Assembly	My LibASM	100	3.54
			Recreate the Malloc C function while optimising for memory and time	Malloc	100	3.54
Introduction to Season 03	21.03.2022		General discussion about C++	Introduction Workshop	-	1
Module 3 / Season 3	26.12.2022	Become a C/C++ Software Engineer	Basic C++ syntax	Bootcamp C++	100	7
			Create a virtual machine handling different kinds of operations	Abstract Virtual Machine	100	10.82
			Multi-threading application that handles the transfer of file in between multiple clients and a server in C++	My FTP	100	7
			Build a programme that allows you to send commands to a Redis Server and read the replies.	My C++ Redis Client	100	8.25
			Build a data structure server that enables access to data sent via TCP sockets using the Redis protocol.	My C++ Redis Server	100	8.25



Module 4/ Season 4	01.01.2024	Specialisation	Software Development Processes and Methodologies		95	1.71
			Agile Software Development		97.75	1.71
			Lean Software Development		99.5	1.71
			Engineering Practices for Building Quality Software		100	1.71
Final Project	22.01.2024	Pre-Final Project Preparation	Design Thinking	Project Proposal	95	17.65
	22.01.2024			Project Plan	100	
	19.02.2024			Software Requirements Specifications	100	
	04.03.2024			Software Design Specifications	100	
	29.01.2024			Reflective Assignments on the Design Thinking Process	99.38	
	29.01.2024			Presentation	82	
	26.05.2024	Final Project	Final Project	Final Project Submissions	99.6	27.14
	12.07.2024			Presentation of Final Project Report + Demo	88	