COURSE INFORMATION								
Course TitleCodeSemesterL+P HourCreditsECTS								
ALGORITHMS AND PROGRAMMING	ES112	1 & 2	3 + 2	4	6			

Prerequisites	none
Language of Instruction	English
Course Level	Bachelor's Degree (First Cycle Programmes)
Course Type	Compulsory
Course Coordinator	Mustafa Bülent Mutluoğlu
Instructors	
Assistants	
Goals	There are two aims of this course: to teach computer programming using C programming language and Algorithm design and development. The course adopts a disciplined approach of problem solving methodologies and software engineering methods to design program solutions. It introduces the principles of procedural programming, data types, control structures, data structures and functions, data representation.
Content	Overview of computers and programming, overview of C, Algorithm representation, Basics Elements in C, Control Structures & Program Design (Sequence, Decision & Repetition Structures), Arrays, Functions, pointers, Formatting, File I/O, strings

Course Learning Outcomes	Program Learning Outcomes	Teaching Methods	Assessment Methods
1) Ability to define and identify what a computer hardware, computer software is, and describe and apply the Software Development Methodology.	1,2,3,4	1,2,3	A,B,C
2) Ability to construct and prepare problem solving strategies (algorithms) before writing computer programs and solve the problems.	1,2,3,4,5	1,2,3	A,B,C
3) Ability to explain, use and compare and contrast the different programming constructs (sequence, selection, repetition) of C Programming Language.	1,5,6	1,2,3	A,B,C
4) Ability to analyze, design, document and test computer programs.	1,2,3,5,7	1,2,3	A,B,C
5) Ability to explain, use, compare and write interactive and batch mode programs.	1,2,3,4	1,2,3	A,B,C
6) Ability to use mathematics and be Able to formulate computer solutions to mathematical problems.	1,5	1,2,3	A,B,C

7) Ability to explain, differentiate, compare and use different data types (integer, floating-point, character, string, array, pointer).	1,2,3,4,5	1,2,3	A,B,C
8) Ability to operate computer programs using Integrated Development Environment (IDE) tools (editor, compiler, linker, debugger).	1,3,4,6,7	1,2,3	A,B,C

Teaching Methods:	1: Lecture, 2: Question-Answer, 3: Lab, 4: Case-study
Assessment Methods:	A: Testing, B: Experiment, C: Homework, D: Project

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COURSE CONTENT					
Week	Topics	Study Materials			
1	INTRODUCTION TO COMPUTER SYSTEMS & PROGRAMMING				
2	OVERVİEW OF C PROGRAMMING LANGUAGE				
3	INTRODUCTION TO PROBLEM SOLVING AND THE CONCEPT OF ALGORITHM				
4	CONTROL STRUCTURES - SEQUENCE				
5	CONTROL STRUCTURES - SELECTION				
6	CONTROL STRUCTURES - ITERATION				
7	FUNCTIONS - BUILT-IN AND SIMPLE FUNCTIONS				
8	FUNCTIONS – RECURSIVE FUNCTIONS, RANDOM NUMBER GENERATION				
9	ARRAYS - 1D, 2D, MULTIDIMENTIONAL ARRAYS				
10	ARRAYS - SEARCH, SORTING ALGORITHMS				
11	POINTERS - POINTER ARITHMETIC, CALL-BY-REFERENCE				
12	CHARACTER OPERATIONS AND FUNCTIONS				
13	STRING OPERATIONS AND FUNCTIONS				
14	FILE I/O (TEXT FILES, REDIRECTION)				

RECOMMENDED SOURCES					
Textbook	Jeri R. Hanly and Elliot B. Koffman (2012). Problem Solving and Program Design in C, Pearson Education, Inc., edition 7, ISBN: 978-0132936491				
Additional Resources	P.J. Deitel & H. M. Deitel (2013).C How to Program,7th Edition, Prentice-Hall., ISBN: 978-0132990448				

	MATERIAL SHARING
Documents	
Assignments	
Exams	

ASSESSMENT		
IN-TERM STUDIES	NUMBER	PERCENTAGE
Mid-term exam	1	25
Lab-midterm exam (practical)	1	20
Lab Work (homework)	14	20
Final exam	1	35
Total		100
CONTRIBUTION OF FINAL EXAMINATION TO OVERALL GRADE		35
CONTRIBUTION OF IN-TERM STUDIES TO OVERALL GRADE		65
Total		100

COURSE CATEGORY

Expertise/Field Courses

	COURSE'S CONTRIBUTION TO PROGRAM					
No	No. Program Learning Outcomes		Contribution			
		1	2	3	4	5
1	Adequate knowledge in mathematics, science and engineering subjects pertaining to the relevant discipline; ability to use theoretical and applied information in these areas to model and solve engineering problems.					x
2	Ability to identify, formulate, and solve complex engineering problems; ability to select and apply proper analysis and modeling methods for this purpose.				x	
3	Ability to design a complex system, process, device or product under realistic constraints and conditions, in such a way as to meet the desired result; ability to apply modern design methods for this purpose.				×	
4	Ability to devise, select, and use modern techniques and tools needed for engineering practice; ability to employ information technologies effectively.			x		
5	Ability to design and conduct experiments, gather data, analyze and interpret results for investigating engineering problems.				x	
6	Ability to work efficiently in intra-disciplinary and multi-disciplinary teams; ability to work individually.			x		

7	Ability to communicate effectively both orally and in writing; knowledge of a minimum of one foreign language.		x
8	Recognition of the need for lifelong learning; ability to access information, to follow developments in science and technology, and to continue to educate him/herself.		x
9	Awareness of professional and ethical responsibility.	x	
10	Information about business life practices such as project management, risk management, and change management; awareness of entrepreneurship, innovation, and sustainable development.		
11	Knowledge about contemporary issues and the global and societal effects of engineering practices on health, environment, and safety; awareness of the legal consequences of engineering solutions.	x	

ECTS ALLOCATED BASED ON STUDENT WORKLOAD BY THE COURSE DESCRIPTION					
Activities	Quantity	Duration (Hour)	Total Workload (Hour)		
Course Duration (Excluding the exam weeks: 12x Total course hours)	14	5	70		
Hours for off-the-classroom study (Pre-study, practice)	14	2	28		
Midterm examination(Theoretic + Lab)		8	16		
Homework		2	26		
Final examination		10	10		
Total Work Load			150		
Total Work Load / 25 (h)			6		
ECTS Credit of the Course			6		