

## Programming

Academic Year: ( 2019 / 2020 )

Review date: 28-03-2019

Department assigned to the subject: Computer Science and Engineering Department

Coordinating teacher: ZARRAONANDIA AYO, TELMO AGUSTIN

Type: Basic Core ECTS Credits : 6.0

Year : 1 Semester : 1

Branch of knowledge: Engineering and Architecture

## OBJECTIVES

CB1.Students have demonstrated knowledge and understanding in a field of study that builds upon their general secondary education, and is typically at a level that, whilst supported by advanced textbooks, includes some aspects that will be informed by knowledge of the forefront of their field of study

CB2.Students can apply their knowledge and understanding in a manner that indicates a professional approach to their work or vocation, and have competences typically demonstrated through devising and sustaining arguments and solving problems within their field of study

CB3.Students have the ability to gather and interpret relevant data (usually within their field of study) to inform judgments that include reflection on relevant social, scientific or ethical issues

CB4.Students can communicate information, ideas, problems and solutions to both specialist and non-specialist audiences

CB5.Students have developed those learning skills that are necessary for them to continue to undertake further study with a high degree of autonomy

CG1.Students are able to demonstrate knowledge and understanding of concepts in mathematics, statistics and computation and to apply them to solve problems in science and engineering with an ability for analysis and synthesis.

CG3.Students can solve computationally with the help of the most advanced computing tools mathematical models coming from applications in science, engineering, economy and other social sciences.

CG4.Students are able to show that they can analyze and interpret, with help of computer science, the solutions obtained from problems associated to real world mathematical models, discriminating the most relevant behaviours for each application.

CG6.Students can search and use bibliographic resources, in physical or digital support, as they are needed to state and solve mathematically and computationally applied problems arising in new or unknown environments or with insufficient information.

CE10.Students have shown that they know and understand the algorithmic procedures to design and build programs that solve mathematical problems paying special attention to performance.

RA3.To be able to search for, collect and interpret relevant information and data to back up their conclusions including, whenever needed, the consideration of any social, scientific and ethical aspects relevant in their field of study;

RA5.To be able to communicate, in a precise and clear manner, knowledge, methodologies, ideas, problems and solutions in their field or specialty to any kind of audience (specialist or not);

## DESCRIPTION OF CONTENTS: PROGRAMME

- 1.- Introduction to programming.
- 2.- Fundamentals of programming.
- 3.- Expressions and operators
- 4.- Control flow structures.
- 5.- Functions.
- 6.- Data structures.
- 7.- Input/Output.
- 8.- Recursion.

## LEARNING ACTIVITIES AND METHODOLOGY

AF1.THEORETICAL-PRACTICAL CLASSES. Knowledge and concepts students must acquire. Student receive course notes and will have basic reference texts to facilitate following the classes and carrying out follow up work. Students partake in exercises to resolve practical problems and participate in workshops and an evaluation tests, all geared towards acquiring the necessary capabilities. Subjects

with 6 ECTS are 44 hours as a general rule/ 100% classroom instruction

AF2.TUTORING SESSIONS. Individualized attendance (individual tutoring) or in-group (group tutoring) for students with a teacher. Subjects with 6 credits have 4 hours of tutoring/ 100% on-site attendance.

AF3.STUDENT INDIVIDUAL WORK OR GROUP WORK. Subjects with 6 credits have 98 hours/0% on-site.

AF8.WORKSHOPS AND LABORATORY SESSIONS. Subjects with 3 credits have 4 hours with 100% on-site instruction. Subjects with 6 credits have 8 hours/100% on-site instruction.

MD1.THEORY CLASS. Classroom presentations by the teacher with IT and audiovisual support in which the subject's main concepts are developed, while providing material and bibliography to complement student learning.

MD2.PRACTICAL CLASS. Resolution of practical cases and problem, posed by the teacher, and carried out individually or in a group.

MD3.TUTORING SESSIONS. Individualized attendance (individual tutoring sessions) or in-group (group tutoring sessions) for students with teacher as tutor. Subjects with 6 credits have 4 hours of tutoring/100% on-site.

MD6.LABORATORY PRACTICAL SESSIONS. Applied/experimental learning/teaching in workshops and laboratories under the tutor's supervision.

## ASSESSMENT SYSTEM

SE1.FINAL EXAM. Global assessment of knowledge, skills and capacities acquired throughout the course. The percentage of the evaluation varies for each subject between 60% and 0%.

SE2.CONTINUOUS EVALUATION. Assesses papers, projects, class presentations, debates, exercises, internships and workshops throughout the course. The percentage of the evaluation varies for each subject between 40% and 100% of the final grade.

<b>% end-of-term-examination:</b>	60
<b>% of continuous assessment (assignments, laboratory, practicals...):</b>	40