

Programming

Academic Year: (2021 / 2022)

Review date: 10-06-2021

Department assigned to the subject: Computer Science and Engineering Department

Coordinating teacher: IGLESIAS MARTINEZ, JOSE ANTONIO

Type: Basic Core ECTS Credits : 6.0

Year : 1 Semester : 1

Branch of knowledge: Engineering and Architecture

REQUIREMENTS (SUBJECTS THAT ARE ASSUMED TO BE KNOWN)

(None)

OBJECTIVES

Competencias genéricas:

- Synthesis and analysis
- Organization and planning
- Application of theoretical knowledge to practical problems
- Use of computers
- Proactivity, creativity and reasoning for problem resolution
- Team work

Specific Competences:

- Cognitive:
 - o To understand the role of Computer Science and Programming in the context of Industrial Engineering
 - o To solve engineering problems by designing algorithms and developing computer programs
 - o To understand the fundamentals of structured and modular programming
 - o To apply theoretical knowledge to solve practical problems by implementing computer programs in the C programming language
 - o To understand the role of Computer Science and Programming in the context of Industrial Engineering
- Procedural:
 - o To use a personal computer
 - o To solve engineering problems by designing and implementing computer programs in the C language
 - o To acquire a good programming style, resulting in efficient, well-organized, and well-documented programs
 - o To acquire the ability to understand and use third-party programs
 - o To learn how to use an integrated development environment (IDE) for program coding, compiling, and debugging
 - o To learn how to use common C programming libraries.

DESCRIPTION OF CONTENTS: PROGRAMME

Topic 1. Introduction to computer science and programming.

- Computer science and computers. A historical perspective.
- Information representation in computers
- Algorithms and programs. Tools for algorithm design

Topic 2. Software and Hardware

- Programs and programming languages. Classification. Translators, compilers and interpreters. Operating systems.
- Functional structure of a computer. Internal architecture. Instruction execution by the processor. Data storage. Peripherals. Computer networks and the Internet

Topic 3. Basic elements of the C programming language.

- General structure of a program
- Variables and constants
- Types of operators: arithmetic, relational, logic and assignment operators.
- Operators, expressions and instructions
- Pointer type.
- Input and output instructions

Topic 4. Control Flow and Loops

- Selection structures: if-else, switch
- Repetition structures (loops): for, while, do-while
- Nested control structures

Topic 5. Functions

- Modular programming
- Function definition
- Calling a function
- Types of arguments: input, output, input / output
- Passing Arguments by Value or by Reference -Scope of Function Variables. Visibility
- Arrays and structures as parameters
- Library functions and standard C libraries

Topic 6. Complex Data Types

- Introduction: structured vs simple data types
- Definition and use of arrays
- Pointers and arrays
- Character strings
- User defined data structures: records
- Arrays of records

Topic 7. Search, sort and merge algorithms

- Search algorithms
- Sort algorithms
- Merge algorithms

Topic 8. Advanced Topics

- External data structures: files and databases
- Dynamic memory allocation
- Computer programs commonly used in engineering.

LEARNING ACTIVITIES AND METHODOLOGY

Theory classes:

Basic theoretical knowledge and skills will be presented in large groups.

Resolution of Exercises:

Resolution of exercises by the student that will serve as self-evaluation and to acquire the procedural and cognitive competences.

Laboratory sessions:

Small groups classes, in which problems proposed to the students are discussed and developed using the computer.

Tutorials

The student will ask for a tutorial always that it is needed.

Final Practice.

Project groups will be formed for this activity which is divided in 3 parts taking into account the students knowledge.

ASSESSMENT SYSTEM

Continuous Assessment Exams:

There will be 2 continuous assessment exams.
Total value: 20% of the final mark.

Interactive tests:

Tests of questions will be carried out in theory class on the concepts taught.
Total value: 10% of the final mark.

Practical exercises:

There will be 3 practical exercises.
Total value: 30%.

Final exam:

Value: 40% of the final grade

It will consist of the following sections:

- * A test that will cover the entire syllabus of the subject. Its value will be 30% of the exam mark.
- * One or two exercises in which the ability to solve problems by coding a program in C language will be evaluated. They will be worth 70% of the exam mark.

The final exam mark must be higher than 4.0 to pass the course.

In case the exam grade is lower than 4 but the continuous assessment is passed and the average is higher than 4, the student will be graded with "Fail - 4.5".

Extraordinary convocation:

In the extraordinary exam session, an exam will be held with the same structure as in the ordinary exam session. In this exam session, the mark of the continuous assessment will only be taken into account if it improves the mark of the extraordinary exam.

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

BASIC BIBLIOGRAPHY

- Al Kelley and Ira Pohl A book on C : programming in C , Addison-Wesley, 1998
- Brian W. Kernighan, Dennis M. Ritchie C Programming Language, Prentice Hall, 1988
- Deitel, Harvey M. C : how to program, Prentice-Hall International, 1994
- Greg Perry, Dean Miller C Programming Absolute Beginner's Guide., Que, 2013
- K. N. King C Programming: A Modern Approach, W.W. Norton & Company, 2008
- King, K.K. C programming: a modern approach, W.W. Norton & Company, 2008
- Paul J. Deitel, Harvey M. Deitel C: How to Program, Prentice Hall, 2009

ADDITIONAL BIBLIOGRAPHY

- Doris Appleby, Julius J. Vandekopple Lenguajes de Programación: Paradigma y práctica, McGraw-Hill, 1998
- Yung-Hsiang Lu Intermediate C Programming, CRC Press, 2015