# uc3m Universidad Carlos III de Madrid

# Programming

Academic Year: (2022 / 2023) Review date: 26-05-2022

Department assigned to the subject: Computer Science and Engineering Department

Coordinating teacher: VELASCO DE DIEGO, MANUEL

Type: Basic Core ECTS Credits: 6.0

Year: 1 Semester: 1

Branch of knowledge: Engineering and Architecture

### **OBJECTIVES**

When passing this subject, students will be able to:

- 1. Have basic knowledge and comprehension about computer systems and programming applied to Engineering
- 2. Be aware of the multidisciplinary context of Industrial Engineering
- 3. Identify, formulate and solve engineering problems using computing methods
- 4. Combine theory and practice to solve engineering problems using computing methods, programming methoids

### **DESCRIPTION OF CONTENTS: PROGRAMME**

- 1 Basic Concepts
  - 1.1 Algorithm
  - 1.2 Program
  - 1.3 Pseudocode
  - 1.4 Structured Programming
- 2 C language programming
  - 2.1 C syntax
    - a Parts of program
    - b Include, define
    - c Constants
    - d main() function
  - 2.2 Datatypes
  - 2.3 Flow Control
  - 2.4 Libraries
  - 2.5 Functions
    - a Declaration
    - b Definition
    - c Parameters
    - d Reference and value parameters
  - 2.6 Input/Output
  - 2.7 Arrays
    - a Vectors
    - b Matrix
    - c Strings
    - d Parameters in functions
  - 2.8 Structs
    - a Definition
    - b Referenced in functions
  - 2.9 Memory management
    - a Pointers
    - b Static Memory
    - c Dynamic Memory
  - 2.10 Files management
    - a Read
    - b Write

### LEARNING ACTIVITIES AND METHODOLOGY

- Master lectures, reduced groups classes for resolution of doubts, students' presentations, individual tutorships and student's personal work; guided to the acquisition of theoretical knowledge (3 credits ECTS).
- Reduced groups for both laboratory practices and classes of problems, individual tutorships and student's personal work; guided to the acquisition of practical abilities related to the program of the subject (3 credits ECTS).

### ASSESSMENT SYSTEM

Continuous evaluation based on homework, participation during the classes and tests for the evaluation of abilities and knowledge.

Theory accounts for the 50% of the grade.

Practices account for the other 50%

It is necessary to pass both theory and practices

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

#### **BASIC BIBLIOGRAPHY**

- Brian Kernighan C Programming Language, Prentice Hall.

# ADDITIONAL BIBLIOGRAPHY

- Bjarne Stroustrup The C++ Programming Language, Addison Wesley, 2013