

Academic Year: ( 2023 / 2024 )

Review date: 28-04-2023

Department assigned to the subject: Computer Science and Engineering Department

Coordinating teacher: BELLUCCI , ANDREA

Type: Basic Core ECTS Credits : 6.0

Year : 1 Semester : 1

Branch of knowledge: Engineering and Architecture

## OBJECTIVES

The goal of this course is to introduce basic programming techniques useful for telecommunication applications. The programming language is Java. However, the techniques taught in the course are generic, i.e. they apply to other programming languages as well. Upon successful completion of the course, the student will be able to:

- Understand the fundamentals of the imperative programming
- Understand the fundamentals of structured programming
- Understand and manage language data types
- Understand and manage the structures of flow control
- Know Java syntax
- Know program testing and debugging
- Analyze and understand Java programs
- Localize and fix syntax and functional errors
- Analyze and understand algorithms written in pseudocode or in flow diagrams
- Design and develop simple algorithms based on given prerequisites
- Develop simple Java programs from flow diagrams, pseudocode or functional descriptions
- Have knowledge of basic search and sorting algorithms
- Design, develop and execute program test plans.

## DESCRIPTION OF CONTENTS: PROGRAMME

### PART I: Programming fundamentals

- Essentials of computer architecture
- Programming languages
- Compiling and running code
- Elements of a program: data and algorithms
- Basic programming tools: algorithms, flow diagrams and pseudo code.
- The Java programming language

### PART II: Structured programming

- Primitive data types and operators
- Flow control
- Conditional sentences
- Loops

### PART III: Introduction to program testing

### PART IV: Advanced concepts

- The String class
- Arrays
- Input/output

### PART IV: Modular programming

- Organizing code in methods
- Information Exchange between functions: passing parameters

## LEARNING ACTIVITIES AND METHODOLOGY

The teaching methodology includes:

1. Lectures presenting the theoretical knowledge. Basic text books for both theory and problems will be also recommended, which will allow the students to complete and deepen the subjects, in which they are most interested.
2. Practice in computer labs, during which the students will develop and analyze programs using the theoretical concepts taught in lectures. The assignments are developed in groups, in order to promote the team work.
3. Problem solving both in paper and with the computer, targeting the self-evaluation.
4. Individual practical assignment in computer labs based on the assignments developed in groups.
5. Sharing the problems solutions and joined correction in order to develop the capacity of analyzing and communicating information relevant to problem solving. Additionally, this activity will promote the change of critical opinions between the professor and the students and among students.
6. Use of new e-learning technologies with a known platform (edX) where students will have the opportunity to reinforce their learning based on: Cross-evaluation, self-learning, and video formats to allow the students to gain more knowledge at any time they want.

## ASSESSMENT SYSTEM

<b>% end-of-term-examination:</b>	30
<b>% of continuous assessment (assignments, laboratory, practicals...):</b>	70

The evaluation will be distributed throughout the term and the final grade will consist of the following parts:

Continuous evaluation:

- Midterm lab exams (mandatory, individual): 40%. Two midterm programming exams on computer.
- Programming project and its defense (mandatory, in pairs): 20%. The students' solution to a programming project will be evaluated, focusing on the modular organization of the code through the use of methods.
- e-learning (individual): 10% [40-40-20]. Submission of programming exercises (40%), multiple choice exams (40%), analysis and code understanding (20%)

End of term examination:

- Final exam (mandatory, individual): 30%. In the exam the knowledge acquired by the student will be evaluate: it is required to obtain at least 5/10 of the mark to fulfill the requirements of the continuous evaluation process. Likewise, students who have not followed the continuous assessment will be allowed to take a final exam with a value of 60% of the subject

In the final exam, a minimum mark will be required (5 out of 10 points) to fulfill the requirements (pass the subject) of the continuous evaluation process. In the extraordinary evaluative process, the final mark will be the best one between the 100% of the final exam or the percentages applied in the continuous evaluation (according to the assessment legislation adopted by the University on May 31, 2011).

It will not be possible to present any kind of practical exercise in the extraordinary exam period.

## BASIC BIBLIOGRAPHY

- Allen Downey and Chris Mayfield Think Java, O'Reilly Media, Incorporated , 2019
- Bruce Eckel Piensa en Java - Thinking in Java, Grupo Anaya Publicaciones Generales, 2007

## ADDITIONAL BIBLIOGRAPHY

- Donald E. Knuth The Art of Computer Programming, Addison-Wesley Educational Publishers Inc, 2011

#### BASIC ELECTRONIC RESOURCES

- Allen Downey and Chris Mayfield . Think Java: <https://books.trinket.io/thinkjava2/index.html>

- Bert Bates; Kathy Sierra . Head First Java, 3rd Edition:  
[https://bibliotecas.uc3m.es/permalink/f/1t7u60p/TN\\_cdi\\_safari\\_books\\_9781492091646](https://bibliotecas.uc3m.es/permalink/f/1t7u60p/TN_cdi_safari_books_9781492091646)