

	<b>NATIONAL UNIVERSITY</b> of Computer & Emerging Sciences, Lahore
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## Department of Computer Science

### CS1002 – Programming Fundamentals

**FALL 2022**

<b>Instructor Name:</b>	Hira Ilyas Chaudhry
<b>Email address:</b>	<a href="mailto:hira.ilyas@nu.edu.pk">hira.ilyas@nu.edu.pk</a>
<b>Office Location/Number:</b>	Room 024
<b>Office Hours:</b>	Tuesday and Thursday 11:30am - 2 pm

### Course Information

**Program:** BS (CS) **Credit Hours:** 3 + 1 (Lab)

**Course Type:** Core

### Course Description/Objectives/Goals:

- To introduce the notion of algorithms.
- To develop problem solving and logic building skills in students.
- To introduce the basic concepts of programming in C++, including basic data types, expressions, iterations, functions and arrays.

### Course Learning Outcomes (CLOs):

At the end of the course students will be able to:	Domain	BT* Level
<b>Understand</b> basic problem-solving steps and logic constructs	C	2
<b>Apply</b> basic programming concepts	C	3
Design and implement algorithms to solve real world problems and should be able to translate a problem statement into pseudo-code/C++ code	C	3

\* BT= Bloom's Taxonomy, C=Cognitive domain, P=Psychomotor domain, A= Affective domain

**Bloom's taxonomy Levels:** 1. Knowledge, 2. Comprehension, 3. Application, 4. Analysis, 5. Synthesis, 6. Evaluation

## Course Textbook

- C++ Programming: Program Design Including Data Structures, by D. S. Malik (8<sup>th</sup> Edition)
- C++: How to Program? by Deitel & Deitel (9<sup>th</sup> Edition)

## Additional references and books related to the course:

- Starting out with C++ from control structures through objects by **Tony Gaddis** 8<sup>th</sup> Edition
- Theory and Problems of Programming with C++ by John R. Hubbard, 2<sup>nd</sup> Edition • Programming and Problem Solving with C++, Nell Dale
- [www.learncpp.com](http://www.learncpp.com)

## Tentative Weekly Schedule

<p><b>Week 1</b> Problem Solving and Programming Introduction</p>	<p><b>Lecture 1</b> Course introduction and logistics</p> <p>Introduction to Computers, Basic Computer architecture with an overview of memory as consisting of addressable storage locations for keeping data and program.</p> <p>A program as a sequence of instructions and the Fetch-Decode Execute cycle</p> <p>Fundamental arithmetic and logical operations provided by a typical machine.</p> <p>Some interesting programs like spreadsheets, databases and intelligent game playing programs etc.</p>	<p><b>Lecture 2</b> A brief introduction of programming languages and the idea of compiling, linking and loading.</p> <p>Introduction of some fundamental operations provided by a Basic/C++ like programming language with/without getting into exact C++ program structure details. These include</p> <ul style="list-style-type: none"> <li>• Idea of a variable with an understanding that a variable is a place in memory without discussing the internal representation of data.</li> <li>• Assignment of values to variable</li> <li>• Basic arithmetic and logical operations performed on variables.</li> <li>• Input and Output operations</li> </ul> <p>Writing some simple programs for performing calculations using the fundamental operations.</p>
<p><b>Week 2</b> Simple C++ Programs</p>	<p><b>Lecture 3</b> The structure of a C++ program with a single main function and very brief explanation of #include and named spaces.</p> <p>A high level description of some built in C++ datatypes (int, float, double, char, bool), variables declaration, assignment operator, input, output.</p>	<p><b>Lecture 4</b> A review of Lecture 2 and the Introduction of logical operations and the use of logical operation for conditional execution (IF statements).</p> <p>C++ Operators (Arithmetic, Logical, and Relational) Use of operators for different datatypes.</p>

	<p>Writing the programs introduced in the first week using the C++ syntax.</p> <p>Compiling and running the program</p>	Translating programs written using pseudocode or a flowchart into working C++ code.
<b>Week 3</b> Simple C++ Programs	<b>Lecture 5</b> Translating programs written using pseudocode or a flowchart into working C++ code continued.  A basic introduction of operator precedence and writing complex expressions as a sequence of simple intermediate expressions.	<b>Lecture 6</b> Programming exercises. Writing clean code using indentation and comments.
<b>Week 4</b> Simple C++ Programs If/Else	<b>Lecture 7</b> Using a Nested selection structure. Programs with if/else statements	<b>Lecture 8</b> Programs with nested if/else statements
<b>Week 5</b> Repetition Structures(Loops)	<b>Lecture 9</b> Repetitions using while, for and do while	<b>Lecture 10</b> Problem solving using repetition structures
	<b>MID-I</b>	
<b>Week 6</b> Nested Control Structures	<b>Lecture 11</b> Problem solving nested repetition structures	<b>Lecture 12</b> Problem solving using nested repetition structures
<b>Week 7</b> <b>Functions</b>	<b>Lecture 13</b> Function definition and calling: parameters and return types; Global and local variables scope and life time.	<b>Lecture 14</b> Function Parameters: Pass by value and pass by reference. Stack rolling and unrolling.
<b>Week 8</b> <b>Functions</b>	<b>Lecture 15</b> Top-Down Design of a program and its implementation using functions Built-in functions	<b>Lecture 16</b> Function Overloading. Functions with Default Parameters.
<b>Week 9</b> <b>File Handling</b>	<b>Lecture 17</b> I/O from simple text Files	

<b>Week 9</b> <b>Arrays</b> <b>Introduction and</b> <b>Repetition</b> <b>structure</b>	<b>Lecture 18</b> Define and use fixed sized arrays. Array organization in memory and element access using Array name and index. Initialization using member initializer list, and by using loops.	
<b>Week 10</b> <b>Arrays Processing</b>	<b>Lecture 19</b> Printing data, taking input, Processing by index and by elements Find Min, Max, Avg, Equilibrium Index Reverse: All Elements, odd/eve elements and indices Search: Linear and Binary	<b>Lecture 20</b> Passing arrays to functions. Design different functions for input, output, search, reverse, Shifting and Rotation of elements: right and left Insert and delete elements from

		ordered list using shifting.
<b>MID II</b>		
<b>Week 11</b> <b>Arrays Processing</b>	<b>Lecture 21</b> Passing arrays to functions use of const. Sorting: Bubble Sort, Selection Sort	<b>Lecture 22</b> Sorting: Insertion Sort, Even/odd Sort Merging sorted arrays. Application: Sets, Union, Intersection, difference.
<b>Week 12</b> <b>CStrings and</b> <b>character</b> <b>Arrays</b> <b>Processing</b>	<b>Lecture 23</b> I/O from simple text Files in arrays. Difference between Null terminated CStrings and character arrays. Storage of CStrings in character arrays and aggregate I/O.	<b>Lecture 24</b> Functions design: Find String length, Compare strings, Find substring and replace, Calculate frequency of specific characters Remove specific characters.
<b>Week 13</b> <b>2D Arrays</b> <b>Processing</b>	<b>Lecture 25</b> Using built in CSrting functions. Use of built-in rand () function. 2-Dimensional Array and how it is organized in memory in row/col major order. Initialization using member initializer list, and by using loops. I/O and processing of elements in row/col major order.	<b>Lecture 26</b> Application: Store and process Students Quiz marks. Find Min, Max, Avg, column and row wise. Sorting: row wise or column wise, complete array by specific column or row.

<b>Week 14</b> <b>2D Arrays</b> <b>Processing</b>	<b>Lecture 27</b> Passing 2D arrays to functions: Complete, individual rows, or elements. Processing diagonals: reverse elements, print data of whole array.	<b>Lecture 28</b> Application: Matrices storage and processing Addition, Subtraction, Multiplication, Transpose, Check for Upper and lower triangular. Use of graphic libraries functions. Designing header files for user defined functions.
<b>Week 15</b> <b>2D CStrings</b> <b>Processing</b>	<b>Lecture 29</b> Storage and processing of CStrings in 2D Arrays. Bitwise operators Binary files I/O <b>Application: Data compression.</b>	
<b>Week 16</b> <b>Structures</b>	<b>Lecture 30</b> Introduction and using structs Passing and returning from functions	<b>Lecture 31</b> Arrays of Structs, Application of structs
<b>Final Exam</b>		

**(Tentative) Grading Criteria:**

- Assignments **(10 %)**
- Quizzes **(15 %)**
- Midterms **(25 %)**
- Project **(10 %)**
- Final Exam **(40 %)**
- Grading scheme for this course is **Absolute** under application of CS department's grading policies.
- Minimum requirement to pass this course is to obtain at least **50%** absolute marks

**Course Policies:**

- All assignments and homework must be done individually.
- Late Submissions of assignments will not be accepted.
- **Plagiarism** in any work (Quiz, Assignment, Midterms, Project and Final Exam)

from any source, Internet or a Student will result in **deduction of absolute marks or F grade**.

- Minimum **80%** attendance is required for appearing in the Final exams.