

Temporary Academic Transcript

Name	: ALVIN ZULHAM FIRDANANTA	Student Registration Number	: 21120118120010
Study Program	: COMPUTER ENGINEERING	Admission Date	: 2018

LIST OF SUBJECTS AND GRADES

No.	Subjects	SCU	Grade
1	COMPUTER BASIC AND PROGRAMMING	2	A
2	INFORMATION TECHNOLOGY	2	A
3	CALCULUS	4	A
4	BASIC PHYSICS I	3	A
5	PANCASILA AND CIVIC EDUCATION	3	A
6	INDONESIAN LANGUAGE	2	A
7	PHYSICAL EDUCATION	1	A
8	ENGLISH	2	B
9	ISLAM RELIGION	2	A
10	BASIC PHYSICS I PRACTICE	1	A
11	COMPUTER BASIC AND PROGRAMMING PRACTICE	1	A
12	BASIC ELECTRONICS	3	A
13	ALGORITHM AND PROGRAMMING	2	B
14	INTRODUCTION TO NETWORKS	3	A
15	LINEAR ALGEBRA	4	A
16	BASIC PHYSICS II	3	B
17	DIGITAL SYSTEM	2	B
18	DATA STRUCTURE	2	B
19	PROFESSIONAL ETHICS	2	B
20	INTERPERSONAL SKILL	2	B
21	INTERNET OF THINGS (IOT)	2	A
22	ENGINEERING MATHEMATICS	4	C
23	BASIC PHYSICS II PRACTICE	1	A
24	SOFTWARE ENGINEERING	2	B
25	ORGANIZATION AND COMPUTER ARCHITECTURE	3	B
26	DIGITAL SYSTEM PRACTICE	1	A
27	OPERATING SYSTEM	2	A
28	ADVANCED DIGITAL SYSTEM	2	B
29	MICROPROCESSOR ENGINEERING AND INTERFACING	3	C
30	CONTROL ENGINEERING AND AUTOMATION	3	A
31	ENTREPRENEURSHIP	2	B
32	-	4	A
33	BASIC ELECTRONICS PRACTICE	1	A
34	TRANSDUCERS AND SENSORS	2	A
35	SWITCHING, ROUTING AND WIRELESS ESSENTIALS	3	A
36	MULTIMEDIA	2	B
37	DATABASE SYSTEM	2	A
38	MOBILE DEVICES PROGRAMMING	2	A
39	RESEARCH METHODOLOGY	2	A
40	SIGNAL PROCESSING	3	A
41	ADVANCED DIGITAL SYSTEM PRACTICE	1	A
42	MICROPROCESSOR ENGINEERING AND INTERFACING	1	A
43	CRYPTOGRAPHY	3	A
44	PROBABILITY AND STATISTICS	3	A
45	SWITCHING, ROUTING AND WIRELESS ESSENTIALS PRACTICE	1	A
46	OBJECT ORIENTED PROGRAMMING	3	B
47	EMBEDDED SYSTEM	2	A
48	NUMERICAL METHODS	3	A
49	MOBILE DEVICES PROGRAMMING PRACTICE	1	A
50	DATABASE SYSTEM PRACTICE	1	A
51	ASSEMBLY LANGUAGE PROGRAMMING	2	A
52	ARTIFICIAL INTELLIGENCE	3	B
53	HUMAN-COMPUTER INTERACTION	2	A
54	ENTERPRISE NETWORKING, SECURITY AND AUTOMATION	3	A
55	SOFTWARE ENGINEERING PRACTICE	1	A
56	PRACTICAL WORK	2	A
57	COMPONENT-BASED SOFTWARE ENGINEERING	2	A
58	CONTROL ENGINEERING AND AUTOMATION	1	A
59	REAL-TIME OPERATING SYSTEM	2	A
60	ENTERPRISE NETWORKING, SECURITY AND AUTOMATION PRACTICE	1	A
61	DATA MINING	2	A
62	COMPUTER GRAPHICS	3	A
63	DATABASE PROGRAMMING	2	A
64	INTRODUCTION TO NETWORKS PRACTICE	1	A
65	FIELD TRIFIELD TRIPP	1	A
66	MULTIMEDIA PRACTICE	1	A
67	COMPONENT-BASED SOFTWARE ENGINEERING	1	A
68	NETWORK PROGRAMMING	2	A
69	STRATEGIC PLANNING OF IS/IT	3	A
70	ARTIFICIAL NEURAL NETWORKS	2	C

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No.	Subjects	SCU	Grade
71	GAME PROGRAMMING	2	A

Total Credit	: 150
Grade Point Average	: 3,67

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