YEDITEPE UNIVERSITY
DEPARTMENT OF COMPUTER ENGINEERING

COURSE SYLLABUS
2021-Spring

Course Code-Name	**CSE114 : Fundamentals of Computer Programming**	
Course Schedule	Section- 1&2 Lectures: M 12:00-13:50 Wed 12:00-12:50 Section-1 Lab: Thur 13:00-15:50 Section-2 Lab: Fri 13:00-15:50	
Instructors	Mustafa Mutluoğlu (A-411) (216) 578 04 25 (x-1425) mmutlu@cse.yeditepe.edu.tr	
Teaching Assistants	Gökhan Akgün gakgun@cse.yeditepe.edu.tr	Sercan Sarı ssari@cse.yeditepe.edu.tr
Textbook	Problem Solving and Program Design in C, by Jeri R. Hanly Eliot B. Koffman. (6th Edition)	
Supplementary Materials	PROGRAMMING IN ANSI C, by Ram Kumar & Rakesh Agrawal	
Course Outline	Week-1 Basic Computing Concepts Week-2 Introduction to C Programming Week-3 Functions Week-4,5 Selection Structures Week-5-6 Loops - **(Midterm)** Week-7 Bitwise Operators Week-8 Arrays Week-9 Pointers Week-10 Characters and Strings Week-11 File Processing Week-12 Recursion Week-13 Structures Week-14 Dynamic Memory Allocation	
Midterm Dates	There is one midterm and a final exam. Midterm – Week 6	
Grading	Midterm 30 % Hw 20 % Final 50%	
Attendance	80% compulsory for all sessions	

Additional Remarks	• The book is an important resource for this course, but it will not be followed chapter by chapter. We will cover the usual material, but in an unusual way and order. So, each exam will cover material presented in class. There will be no well-defined chapter range from the book. So it is strongly reccomended that you attend all lectures. • Keep in mind that algorithmic thinking and programming is brand new for most of you, and you probably need to allocate more time to this course than others. Specifically, studying on the last night is not the way to go if you intend to pass this course with a reasonable grade. • Check out the course page on COADSYS regularly.

Course Outcomes

1. **Adequate knowledge in mathematics, science and engineering subjects pertaining to the relevant discipline; ability to use theoretical and applied knowledge in these areas in complex engineering problems.**
   (Matematik, fen bilimleri ve bilgisayar mühendisliği disiplinine özgü konularda yeterli bilgi birikimi; bu alanlardaki kuramsal ve uygulamalı bilgileri, karmaşık mühendislik problemlerinde kullanabilme becerisi.)
2. **Ability to devise, select, and use modern techniques and tools needed for analyzing and solving complex problems encountered in engineering practice; ability to employ information technologies effectively.**
   (Bilgisayar mühendislik uygulamalarında karşılaşılan karmaşık problemlerin analizi ve çözümü için gerekli olan modern teknik ve araçları geliştirme, seçme ve kullanma becerisi; bilişim teknolojilerini etkin bir şekilde kullanma becerisi.)
3. **Ability to design and conduct experiments, gather data, analyze and interpret results for investigating complex engineering problems or discipline specific research questions.**
   (Karmaşık bilgisayar mühendislik problemlerinin veya disipline özgü araştırma konularının incelenmesi için deney tasarlama, deney yapma, veri toplama, sonuçları analiz etme ve yorumlama becerisi.)
4. **Ability to work efficiently in intra-disciplinary and multi-disciplinary teams; ability to work individually.**
   (Disiplin içi ve çok disiplinli takımlarda etkin biçimde çalışabilme becerisi; bireysel çalışma becerisi.)