Programming Fundamentals & Unit Testing

Course Introduction



https://softuni.bg

Software

Jniversity

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Have a Question?



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Course Objectives and Scope

Course Goals





- Develop a strong foundation in programming concepts and techniques, enabling students to confidently write code and solve problems
- Understand the significance of unit testing and how to use it effectively to validate code functionality and ensure software reliability
- Cultivate critical thinking and problem-solving skills through various coding challenges, exercises, and projects

Course Scope (1)





- Fundamental concepts of programming, including data types, variables, expressions, and simple calculations
- Using conditional statements, such as if-else and switch-case
- Using while and for loops, including nested loops, for more complex problem-solving
- Working with arrays and lists for efficient data handling and processing

Course Scope (2)





- Essential knowledge of unit testing and using NUnit to verify the correctness of the code
- Knowledge of object-oriented programming by defining simple classes and using built-in classes





Your Trainers and Mentors

Theodor Kurtev



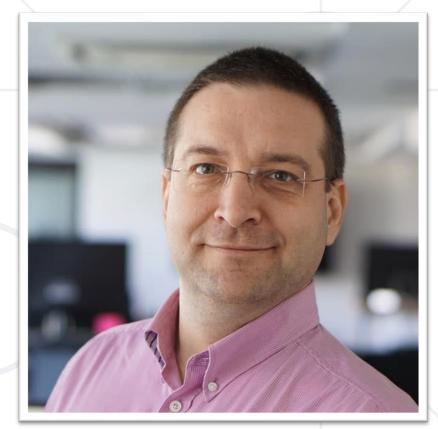
- Senior Software Engineer at Moteefe
- 10+ years experience with MEAN and .NET ecosystems
- Expert in Node.js, React, and Amazon Web Services
- Values quality programming and all related to software quality improvements



Doncho Angelov



- 15+ years of experience as a developer
- 10+ years as a team leader in international companies:
 SEGA, VMware, Pliant.io, and Musala Soft
- Extensive experience in ensuring the quality of software solutions





Programming Fundamentals and Unit Testing Course Timeline





SoftUni Certificate

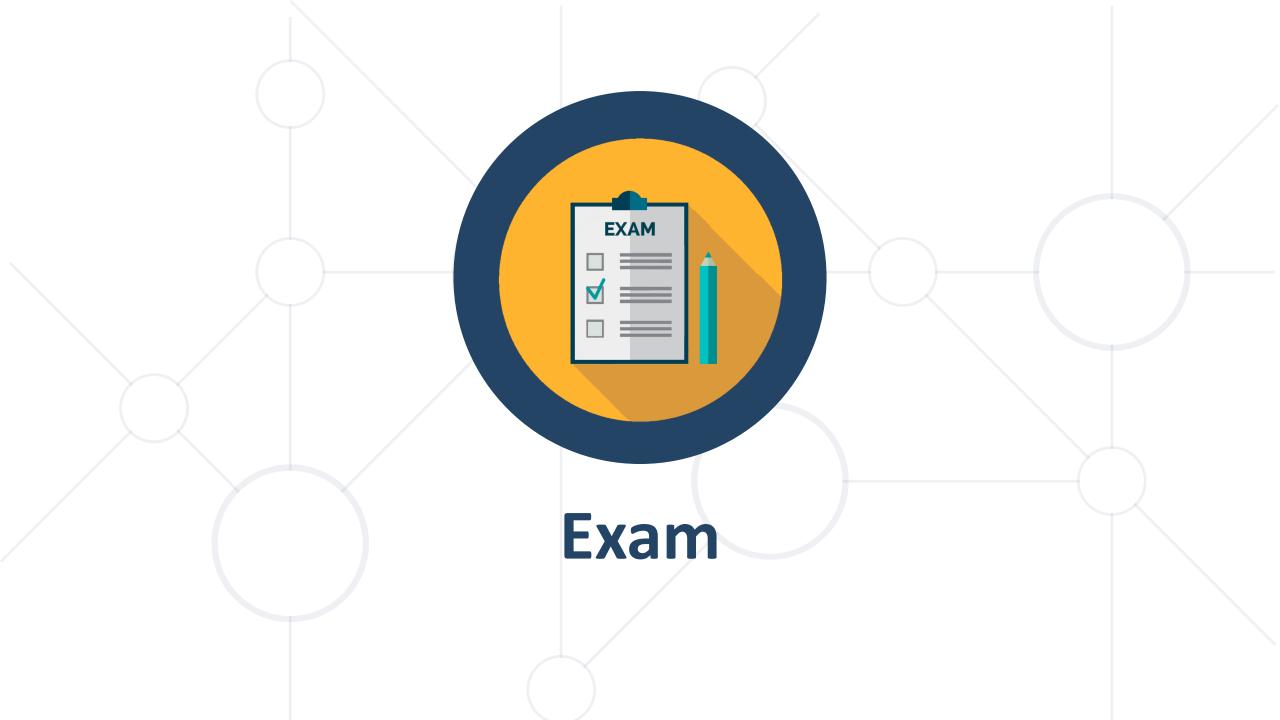




CPE Certificate







Practical Exam Overview



- Practical exam tests the following skills:
 - Loops: Students will be tested on their ability to utilize loops, to perform repetitive tasks and handle iterations in their programs
 - Lists: The exam will assess students' proficiency in working with lists and arrays, to manage data and solve list-related problems
 - Unit Testing Methods: Students will demonstrate their understanding of unit testing by writing test cases to verify the correctness of individual methods
 - Unit Testing Lists and Objects: The exam will include testing scenarios where students are required to verify the functionality of methods involving lists and objects to ensure overall code reliability



Theoretical Exam



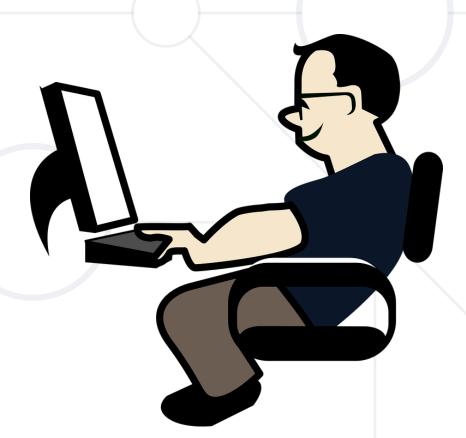
- You will have 30 minutes once you enter
 - 10 questions
 - Multiple-choice with 1 correct answer
 - English
- Automated quiz system
- Available during the practical exam and 30 minutes after it
 - You can submit your answers just one time
 - Advice: Start it when you finish the practical exam



Homework Assignments & Exercises



- Your homework is mainly work in class
 - Lesson days → slides + live demos + exercises
 - Exercise days → only exercises
- How to submit your homework?
 - Submit it in the judge system
- Do your homework when it's due
 - Assignments pile up quickly



Learn to Search in Internet



- The course assignments require to search in Internet
- This is an important part of the learning process
- Some exercises intentionally have no hints
- Learn to find solutions!
- Quality Assurance includes everyday searching and learning
- No excuses, just learn to study!
- QAs learn new technologies, tools, languages every day!



Course Web Site, Forum and FB Group



Official web site:

https://softuni.bg/trainings/4256/programming-fund amentals-and-unit-testing-september-2023



Official discussion forum:

https://softuni.bg/forum/



Official Facebook group:

https://www.facebook.com/groups/ProgrammingforQASe
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Questions?

















The Free C# Fundamentals Textbook







- "Fundamentals of Computer Programming with C#", by Svetlin Nakov & Co., 2018, ISBN 9786190007784
- English and Bulgarian versions (as PDF, ePub, ...)
- Freely downloadable from: www.introprogramming.info

Trainings @ Software University (SoftUni)



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