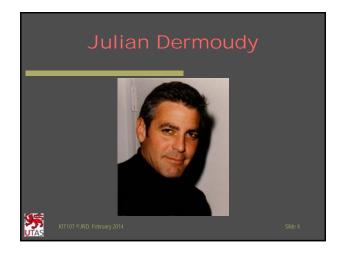
## KIT107 PROGRAMMING Dr Julian Dermoudy & Dr Rainer Wasinger School of Engineering and ICT University of Tasmania







### Unit Outline

- The Unit Outline is a 'contract' between us and you
- We promise to deliver what's in there at the times advertised in there
- We don't intend to deviate from that promise
  - But if we must, we won't unless we consult with you and have majority support



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## Introduction

"This unit extends the students' knowledge and experience of programming. It introduces dynamic data structures, foundational collection abstract data types, and scientific and engineering computational algorithms and techniques.

Programming is undertaken in C and topics include: references and pointers, memory management, self-referential data structures, abstract data types, and an introduction to algorithm complexity."



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# Prerequisites • KXT101 Programming and Problem Solving or • KIT101 Programming Fundamentals or • KIT001 Programming Preparation or • KIT103 Computational Science or • TCE Computer Science (ITC315108 or ITC315113) or • First year mathematics: KMA1xx

## ■ Lectures: • 3 x 50 minutes each week for 13 weeks ■ Tutorials: • 1 x 50 minutes each week for 12 weeks

## Learning Outcomes On successful completion of this unit, you will be able to: 1. Adapt... 2. Select... 3. Design... XITOT SURD, February 2014 Side 9

## Learning Outcomes

- 1. Adapt and apply techniques for scientific and engineering ICT applications
- 2. Select and effectively apply processes, methodologies, tools, and techniques to analyse, model, and develop computer programs
- 3. Design, implement, and evaluate an ICT program to meet desired needs.

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## Learning Outcomes

- You will also acquire attitudes needed by an ICT professional to:
  - be an effective team member
  - take initiative and work independently
  - communicate effectively
  - use abstraction and computational, creative and critical thinking to problem solve

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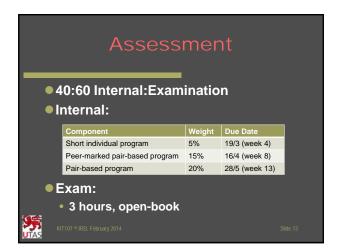
## Generic Graduate Attributes

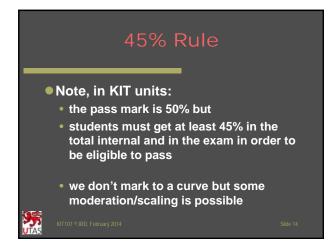
- 1. Knowledge
- 2. Communication Skills
- 3. Problem-Solving Skills
- 4. Global Perspective
- 5. Social Responsibility

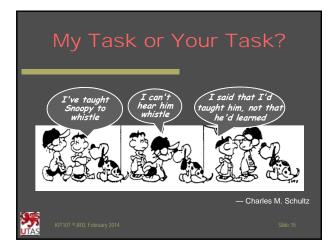


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## What Kind of Learner are You? "I hear and I forget. I see and I remember. I do and I understand." Do you learn best by reading, by listening, by watching, by writing, by discussing, or by doing?

## Lectures and Tutorials are the best opportunity for structured, supported, and interactive learning They are about gaining understanding, and not simply knowledge transfer Please attend as many lectures and tutorials as you can even though: All Hobart lectures are recorded (video & audio) All lecture slides, notes, and programs are on MyLO

## Unit Structure Introduction 1 lecture C Programming 12 lectures, 3 tutorials Data Structures and Algorithms 18 lectures, 6 tutorials Engineering and Scientific Applications 8 lectures, 3 tutorials \*\*Blectures, 3 tutorials

## "C programming, references and pointers, printf and scanf, structures and unions, memory management, type conversions, bitwise operations, static variables, register variables, address arithmetic, single- and multi-dimensional arrays, procedural parameters, singly- and doubly-linked lists, linear collections (stacks, queues, priority queues, circular queues), non-linear collections (binary trees, search trees, general trees), Big O notation and simple time- and space-complexity determination and comparison, applications of scientific and engineering computation."

## Classes Lectures: Monday 1 PM Arts Lecture Theatre Tuesday 12 PM Centenary Lecture Theatre Wednesday 11 AM Arts Lecture Theatre Tutorial/Practicals: see School website sign up for a tutorial before noon on Friday

## Pesources Books and Websites: None specifically — but any "C Programming" and "Data Structures in C" text books would be helpful Many websites of relevance...

## Building, Lab, and Computer Access Proximity card Get one if you want afterhours access Bring it to our Help Desk (on level 3 of the Centenary Building) Username and password

'school' accounts but (initially) different

**9** 

passwords

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## Building, Lab, and Computer Access

We provide file servers for your work

Same username for 'central' and

- Reachable off-campus
- Backed up by us
- File loss is not a reason for an extension
- LPS (or CAPS) account for printing in the labs
  - deposit money through School or elsewhere



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## Software Visual Studio for C11 available in our labs and at http://www.microsoft.com/enau/download/details.aspx?id=40787

Contact Details	
• Lecturer	
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<ul> <li>Telephone: 6226 2933</li> </ul>	
Office: Centenary 452	
<ul><li>Consultation Hours:</li></ul>	
• Tuesday 2-4 PM	
Wednesday 2-4 PM	
(Some variability)	
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