

# East West University Department of Computer Science and Engineering Course Outline Fall 2022 Semester

### **Course: CSE103 Structured Programming**

**Credits and Teaching Scheme** 

	Theory	Laboratory	Total						
Credits	3	1.5	4.5						
Contact	3 Hours/Week for 13 Weeks	3 Hours/Week for	6 Hours/Week for 13 Weeks						
Hours	+ Final Exam in the 14 <sup>th</sup>	13 Weeks	+ Final Exam in the 14 <sup>th</sup>						
	Week		Week						

# **Prerequisite**

None

### **Instructor Information**

**Instructor**: Dr. Mohammad Manzurul Islam, Assistant Professor, CSE Dept.

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TA: Md. Muktadir Mukto (2018-2-60-063@std.ewubd.edu)

### **Class Routine and Office Hour**

Day	8:30-10:00	10:10-11:40	11:50-1:20	1:30-3:00	3:10-4:40
				CSE303 Lab (4)	
Sunday				630 (Software	
				Engineering Lab)	
Monday	CSE103 (12)	Office Hour	CSE103	Lab (12)	CSE103 (9)
Monday	FUB-401	Office Hour	630 (Software Engineering Lab)		AB3-901
Tuesday		CSE303 (4)	Office Hour		
Tuesday		AB3-1001	Office Hour		
Wadnagday	CSE103 (12)	Office Hour	Office House	Office Hour	CSE103 (9)
Wednesday	FUB-401	Office Hour	Office Hour	Office Hour	AB3-901
Thursday		CSE303 (4)	Office Hour	CSE103	Lab (9)
Thursday		AB3-1001	Office Hour	630 (Software E	ngineering Lab)

### **Course Objective**

The purpose of this course is to introduce the students to computer programming using structured language. The students will be able to enhance their analyzing and problem-solving skills and use the same for writing programs using C language. Knowledge of this course will be needed as prerequisite knowledge for future courses such as CSE106 Discrete Mathematics, CSE110 Object Oriented Programming, CSE207 Data Structures, CSE246 Algorithms, CSE302 Database Systems, CSE366 Artificial Intelligence, CSE405 Computer Networks and many others.

# **Knowledge Profile**

K2: Conceptually-based mathematics, numerical analysis, statistics, and formal aspects of computer and information science

# **Learning Domains**

Cognitive - C2: Understanding, C3: Applying Psychomotor - P2: Manipulation, P3: Precision

Affective - A2: Responding

### **Program Outcomes (POs)**

PO1:Engineering Knowledge

## **Complex Engineering Problem Solution**

EP1: Depth of knowledge required EP2: Range of conflicting requirements

# **Complex Engineering Activities**

None

# **Course Outcomes (COs) with Mappings**

After completion of this course students will be able to:

СО	CO Description	PO	Learning Domains	Knowledge Profile	Complex Engineering Problem Solving/ Engineering Activities
CO1	Understand and apply the fundamentals of programming, basics of elementary programming, and different control statements in the target language.	PO1	C2, C3	K2	EP1
CO2	Understand and apply the different types of arrays and functions for implementing structured programs.	PO1	C2, C3	K2	EP1, EP2
CO3	Understand different data structures like pointers, structures, unions, user defined data types, and dynamic memory for implementing structured programs.	PO1	C3	K2	EP1, EP2
CO4	<b>Demonstrate</b> skills to choose appropriate language constructs and data structures to design, build and test realistic, complex application.	PO1	C2, C3 P2, P3 A2	K2	EP1, EP2

# **Course Topics, Teaching-Learning Method, and Assessment Scheme**

Course Topic	Teaching- Learning Method	СО	Mark of Cognitive Learning Levels		CO Mark	Exam (Mark)
Introduction to computers and programming languages, data representation in computer, flowchart construction for problem solving	Lectures, Class Discussions, Discussions Outside Class	CO1	C2 2.5	C3	2.5	Midterm Exam I (15)
Introduction to C Programming (input, output, variables, data types, operators, expressions, assignments)	Do	CO1	2.5		2.5	
Conditional control statements (if, ifelse, nested if-else, switch)	Do	CO1	2.5	2.5	5.0	
Loop statement (while, for and dowhile), break and continue statements	Do	CO1	3.0	3.0	5.0	
Introduction to arrays (arrays, declaring arrays, manipulating arrays)	Do	CO2	3.0	4.0	7.0	Midterm Exam II
Nested loop statement	Do	CO1	2.5	3.5	6.0	(20)
Multidimensional array	Do	CO2	3.5	3.5	7.0	
Characters and strings (various types of string manipulation)	Do	CO2	2.5	3.5	5.0	Final (20)
Introduction to functions (function definitions, function prototypes and argument, header files). Solving complex problems in modular fashion using user defined function	Do	CO2		2.5	2.5	
Introduction to recursive definition and solving problem using recursive function	Do	CO2		2.5	2.5	
Pointers (pointer variable declarations, pointer operators, passing arguments to functions by reference with pointers, pointer expressions and pointer arithmetic, arrays of pointers, and function pointers)	Do	CO3		2.5	2.5	
Structures (structure definitions and	Do	CO3		2.5	2.5	

Course Topic	Teaching- Learning Method	СО	Marl Cogni Learn Leve	itive ning	CO Mark	Exam (Mark)
initialization, accessing structure members, structure with function and pointer)			C2	CS		
File management (files and streams, creating a file, reading data from file, writing data to file, and updating files)	Do	CO3		2.5	2.5	
Dynamic memory allocation and linked lists	Do	CO3		2.5	2.5	

# **Laboratory Experiments and Assessment Scheme**

Experiment	Teaching- Learning Method	СО	Mark of Cognitive l Learning Levels		Mark of Psychomotor Learning Levels		Mark of Affective Learning Levels	CO Mark
			C2	C3	P2	P3	A2	
Problem solving using arithmetic operators and conditional control statements	Discussion, Report Writing, Coding and Running Program	CO4	0.5		0.5	0.5	0.5	2
Problem solving using loops	Do	CO4	0.5		0.5	0.5	0.5	2
Problem solving requiring array manipulation	Do	CO4	0.5		0.5	0.5	0.5	2
Problem solving requiring nested loop	Do	CO4		0.5	0.5	0.5	0.5	2
Problem solving requiring multidimensional array	Do	CO4		0.5	0.5	0.5	0.5	2
Problem solving requiring user defined function and string manipulation	Do	CO4		0.5	0.5	0.5	0.5	2

Problem solving	Do	CO4		0.5	0.5	0.5	0.5	2
involving file								
input/output								
Problem solving	Do	CO4		0.5	0.5	0.5	0.5	2
requiring user								
defined data types								
Lab Exam	Individual	CO4		1.5	0.5	0.5	0.5	6
	Lab Exam							
Total			1.5	5.5	5.0	5.0	5.0	22

Mini Project							
Mini Project	Teaching- Learning Method	СО	Mark of Cognitive Learning Level	Mark of Psychomotor Learning Levels		Mark of Affective Learning Level	CO Mark
			С3	P2	P3	<b>A2</b>	
Mini Project including Report and Presentation	Group-based, moderately complex C program for practical application with report writing and presentation	CO4	8	1	1	1	11

# **Overall Assessment Scheme**

Assessment Area		CO				PO Marks
Assessment Area	CO1	CO2	CO3	CO4		PO1
Class Participation					5	
Class Test/Quiz					7	
Midterm-I Exam	15					15
Midterm-II Exam	6	14				20
Final Exam		10	10			20
Laboratory Experiments and Lab Exam				22		22
Mini Project& VIVA	0	0	0	11		11
Total	21	24	10	33	12	88

# **Teaching Materials/Equipment**

#### Text book:

1.Teach Yourself C by Herbert Schildt

2. Programming in ANSI C by E. Balagurusamy

#### Lab Manual:

Lab manual will be provided.

### **Project Description:**

Project description will be provided.

### **Equipment/Software:**

Any C/C++ IDE: As example, Visual C++, Code::Block, and/or Dev-C++

#### **Exam Dates**

Section	Term I	Term II	Final
9,12	November 09, 2022	December 07, 2022	January 11, 2023

<sup>\*\*\*</sup> Exam schedule may change as per the schedule provided by the university.

### **Grading System**

Marks (%)	Letter Grade	<b>Grade Point</b>	Marks (%)	<b>Letter Grade</b>	<b>Grade Point</b>
97-100	A+	4.00	73-76	C+	2.30
90-96	A	4.00	70-72	C	2.00
87-89	A-	3.70	67-69	C-	1.70
83-86	B+	3.30	63-66	D+	1.30
80-82	В	3.00	60-62	D	1.00
77-79	B-	2.70	Below 60	F	0.00

#### **Academic Code of Conduct**

## **Academic Integrity:**

Any form of cheating, plagiarism, personification, falsification of a document as well as any other form of dishonest behavior related to obtaining academic gain or the avoidance of evaluative exercises committed by a student is an academic offence under the Academic Code of Conduct and **may lead to severe penalties as decided by the Disciplinary Committee of the university.** 

### **Special Instructions:**

- Students are expected to attend all classes and examinations. A student MUST have at least 80% class attendance to sit for the final exam.
- Students will not be allowed to enter into the classroom after 20 minutes of the starting time.
- For plagiarism, the grade will automatically become zero for that exam/assignment.
- Normally there will be **NO make-up exam**. However, in case of **severe illness**, **death of any family member**, **any family emergency**, **or any humanitarian ground**, if a student misses any exam, the student MUST get approval of makeup exam by written application to the Chairperson through the Course Instructor **within 48hours**of the exam time. Proper supporting documents in favor of the reason of missing the exam have to be presented with the application.

- For final exam, there will be NO makeup exam. However, in case of severe illness, death of any family member, any family emergency, or any humanitarian ground, if a student miss the final exam, the student MUST get approval of Incomplete Grade by written application to the Chairperson through the Course Instructor within 48 hours of the final exam time. Proper supporting documents in favor of the reason of missing the final exam have to be presented with the application. It is the responsibility of the student to arrange an Incomplete Exam within the deadline mentioned in the Academic Calendar in consultation with the Course Instructor.
- All mobile phones MUST be turned to silent mode during class and exam period.
- There is zero tolerance for cheating in exam. Students caught with cheat sheets in their possession, whether used or not; writing on the palm of hand, back of calculators, chairs or nearby walls; copying from cheat sheets or other cheat sources; copying from other examinee, etc. would be treated as cheating in the exam hall. The only penalty for cheating is expulsion for several semesters as decided by the Disciplinary Committee of the university.