

Computer Programming

Syllabus Administrative Information



Catalog Description:

Basic introduction to computers and programming with C.

- Algorithmic approach,
- Control Structures
- Declarations,
- Functions and Arrays
- Structures, Pointers and Strings
- Input Output and File processing
- The preprocessor
- Data Structures
- Introduction to GUI programming



Educational Objectives:



This course aims to teach you how to read and write software in the C programming language. You will become familiar with the procedures necessary to structure and translate problems into steps for coding in a high level computing language. You will learn how to write programs so that others can use them. By the end of this course you should be able to :

- Read a standard C program and understand how it works.
- Break down a problem into logical steps (an algorithm).
- Convert algorithms into clear, well documented C code.
- Write sections of a C program as part of a team.



Books



▪ Textbook:

- Jeri R. Hanly and Elliot B. Koffman, Problem Solving and Program Design in C, Pearson Education, Sixth Edition.

▪ Other Books:

- Brian Kernighan and Dennis Ritchie, C Programming Language, Prentice Hall.
- Harvey M. Deitel, Paul J. Deitel, C How to Program, Prentice Hall, Fifth Edition.



Grading Policy:



Quizzes	20%
Homework and Project	25%
Midterm Exam	20%
Final Exam	35%

- If your Midterm and Final average is less than 40 out of 100, your letter grade might be less than what your overall average suggests.
- If your Midterm and Final average is less than 20 out of 100, you will get a grade of F whatever your overall average is.



Homework Assignments:



- Assignments will be announced through the class web site.
 - All assignments should be submitted electronically before midnight of the specified deadline day.
 - Late assignments will be accepted only the next day with 25% penalty.
 - You should submit at least 80% of the assignments and collect at least 40 out of 100 from the assignments. Otherwise, your homework grade will be considered as zero.
- Programming assignments will be graded by Teaching Assistants on the basis of
 - correctness,
 - quality of design,
 - documentation, and
 - style.
- Use Linux environments for editing and compiling (gcc or g++) your programs.



Honor Code:



- Unless stated otherwise, assignments should be done individually and they are expected to be your own work.
- TAKE PRIDE IN THE WORK YOU DO!!! DON'T CHEAT.
- You may seek help in identifying syntax and run-time errors and engage in general discussions regarding the solutions,
- But giving and receiving sections of code will be considering cheating
- All parties (giving or receiving) will be punished
 - At least they will get the grade of -100.



Attendance Policy:



- Class attendance is **mandatory**. You will get an extra 5 bonus points if you miss **less than 20% of classes**.
- You are responsible for all material covered in class, even when you aren't there!
- Attendance for examinations is mandatory. If it is impossible for you to be present for a scheduled exam, you must let us know **BEFORE the test**, so a make-up test can be scheduled.



Class web site

- Enter the following web site and register with your student number as account name
bilmuh.gyte.edu.tr/moodle/

Announcements

- All the class related announcements will be made either in class or at the class web page. Students are required to monitor the class web page regularly.



Class Rules

Please be considerate of your classmates during class.

- Students are expected to show courtesy and respect toward their classmates.
- Please come to class on time. **If you are late wait for the break.**
- Please make sure that your cellular phone and/or pager does not interrupt during lecture time, and especially during test time.
- Please do not carry on side discussions with other students during lecture time.
- When you have a question, please raise your hand and ask the question so that everyone may benefit from it.

