

Course: Programming Fundamentals using C

Contents

- Why we program?
- Why C is chosen?
- Pre-requisites
- Course Objectives
- Course Description and Course Plan
- Materials/ Tools/ References
- Course Requirements
- Grading
- Academic Policies
- How to Study?
- Getting/Installing Programming Tool

Why We Program?

- We usually cause errors (hay sai), quickly forget something (mau quên) and are not tenacious (chóng chán)
- Computers are our assistances
- They need to be taught how to work
- To teach a computer working, we use a programming language.

Why C is chosen?

- Top ten common programming languages:

May-15	May-14	Change	Programming Language	Ratings	Change
1	2	▲	Java	16.87%	-0.04%
2	1	▼	C	16.85%	-0.08%
3	4	▲	C++	7.88%	1.89%
4	3	▼	Objective-C	5.39%	-6.40%
5	6	▲	C#	5.26%	1.52%
6	8	▲	Python	3.73%	0.67%
7	9	▲	JavaScript	3.13%	1.34%
8	11	▲	Visual Basic .NET	2.97%	1.70%
9	7	▼	PHP	2.72%	-0.67%
10	-	▲	Visual Basic	1.89%	1.89%

For latest data <http://www.tiobe.com/index.php/content/paperinfo/tpci/index.html>

Prerequisites

- Completed EN051 or obtain 500+ TOEFL equivalent international certificates

Course Objectives

- We plan to *understand* a subset of the C language, rather than the whole thing, is to make learning easier, and how and why the C language is learned and applied as the basic language syntax.
 - The keyword is *understand* !! We must not be satisfied by just learning a bunch of information about the C language syntax – our goal is to learn how to implement the console application/ algorithms/ ... using the C language and what makes them good.
 - As we proceed to learn and use the C language, we shall pick up the underlying theory and basic syntax.
 - *This will be a practical course* !! We shall use the Dev-C++ 4.9.9.2 for Windows program to learn C language.
 - *Remember:* The C language is the language of the low level nature. Therefore, it is critical to understand the C language syntax.

Course Description- Course Plan

1. Introduction to PFC
2. Basic Computation
3. Basic Logics
4. Modules and Functions
5. Pointers
6. Libraries
7. Contiguous Storage
8. Strings
9. Text Files

Coues plan: Please get it from CMS

Materials/ Tools/ References

- **Textbook:**

Evan Weaver – Foundations of Programming Using C,
July 2006 Edition, Trường Đại học FPT – Hà Nội – tháng
9, 2007

- **Course Website (forum):** <http://cms-hcm.fpt.edu.vn/>

- **Tool:** You can use an arbitrary C/C++ programming software, such as:

(1) Dev-C++ 4.9.9.2 (recommended):

Link: <http://www.bloodshed.net/>

(2) NetBeans with C/C++ plug-in:

<http://www.oracle.com/technetwork/java/javase/download/sjdk-netbeans-jsp-142931.html>

Course Requirements

- Following lessons in classrooms
- Reading textbook and documents at home
- Completing chapter assessments in time (programs and/or reports)
- Discussing actively in your teams and in classrooms

Grading

- Maximum score: 10
- On-going assessments:
 - 02 Quiz (Q) (10%)
 - 08 Workshops (W) (10%)
 - 01 Assignments (AS) (10%)
 - 01 Practical Exam (PE) (40%)

(Practical exam retake only when the score of PE < 4)
- Final exam (FE) (30%)
- Total score = $0.1*Q + 0.1*W + 0.1*AS + 0.4*PE + 0.3*FE$
- Pass:
 - Every on-going assessment component >0 and**
 - Practical Exam ≥ 4 and**
 - Final Examination score ≥ 4**
 - Total score ≥ 5**
- FE Retake only when not passed

How to study?

- **Read lesson before class**
- **Attend lectures**
 - Listen, understand, then make your own notes
 - Give your explanation about some topic in lectures
 - Ask questions
 - Give some examples that are not existed in your book
 - Practice all the exercises to make your sense
- **After classes**
 - Discuss your classmate in directly, on forum
 - Analyze, design and implement workshops and assignment. **Write reports** to your notebook.
 - Build your teams in yourselves to support together in studying

Academic policies

- Cheating, plagiarism and breach of copyright are serious offenses under this Policy.
 - Cheating
 - Cheating during a test or exam is construed as talking, peeking at another student's paper or any other clandestine method of transmitting information.
 - Plagiarism
 - Plagiarism is using the work of others without citing it; that is, holding the work of others out as your own work.
 - Breach of Copyright
 - If you photocopy a textbook without the copyright holder's permission, you violate copyright law.

- **Enjoy the Course!**
 - Be enthusiastic about the material because it is interesting, useful and an important part of your training as a software engineer. Our job is to help you learn and enjoy the experience. *We will do our best but we need your help.* So let's all have fun together with Foundations of Programming Using C!!!

Getting and Installing Tool

Download and Install Dev-C++ 4.9.9.2

Link: <http://www.bloodshed.net/>

Q&A