

Introduction to Programming I

Sead Jahić

Teaching Assistant Information Technologies

University of Primorska

Faculty of Mathematics, Natural Sciences and Information Technologies
(UP FAMNIT)

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- ◇ Lecturers: Aleksandar Tošić and Jernej Vičič
- ◇ E-mails: aleksandar.tosic@upr.si, jernej.vicic@upr.si
- ◇ Assistant: Sead Jahić
- ◇ E-mail: sead.jahic@famnit.upr.si
- ◇ e-učilnica
- ◇ correspondence list: Bla bla on e-učilnica
- ◇ One semester course
- ◇ During 14 weeks
- ◇ Evaluation according to ECTS: 6 ECTS
- ◇ Important dates will be, on time, on e-učilnica

The aim



Java™

The aim

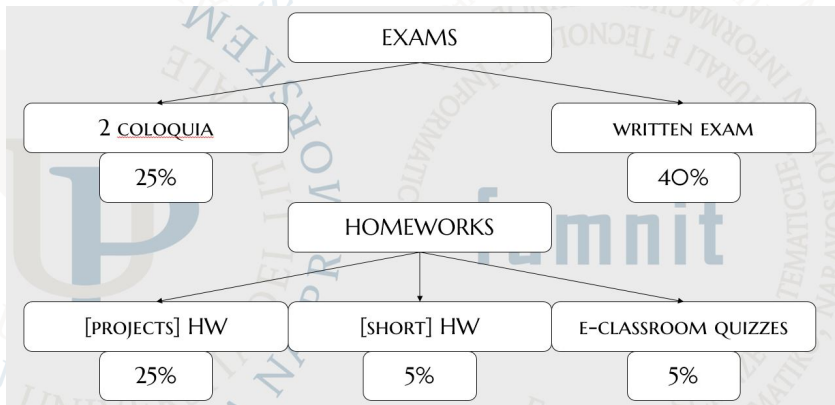
- getting to know the basics of problem solving
- getting acquainted with basic concepts and techniques programming
- Getting to know basic data structures
- learn to express the process in the programming language
- Knowledge with object oriented programming
- Getting acquainted with abstractions in programming languages

- Primary:
 - Slides from lab.sessions and from lectures by professor
 - JAVA tutorial:
<http://docs.oracle.com/javase/tutorial/java/index.html>
- Secondary:
 - Paul Vickers: *How To Think Like A Programmer: Problem-solving for the Bewildered*. Course Technology, 2008.
 - Paul Vickers: *How To Think Like A Programmer: Program Design Solutions for the Bewildered*. Course Technology, 2009.
 - Joyce Farrell: *Programming Logic and Design*. Course Technology, 2008.
 - Viljan Mahnič, Luka Fürst, Igor Rožanc: *JAVA skozi primere, Bi-TIM*.

- Additional literature:

- Michael T. Goodrich, Roberto Tamassia: *Data Structures and Algorithms in Java*, John Wiley & Sons, 2006, 4. publish.
- John C. Mitchell: *Concepts in Programming Languages*, Cambridge Univ. Press, 2003.
- Herbert Schildt: *Java 2: the complete reference*, Berkeley, Osborne/McGraw-Hill, 2001.
- Thomas H. Cormen, et al.: *Introduction to Algorithms*, 2. publish, MIT Press, 2001.

Evaluation and Grading



Grading, follows

[PROJECTS] HW 25%		PROJECT 1 50% 50%		PROJECT 2 50% 50%	
ORAL DEFENSE WRITTEN PART		AVERAGE:		20/100	
MINIMUM					
QUIZES 5%		MINIMUM		-	
[SHORT] HW 5%		MINIMUM		75/100	
COLLOQUIUM 25%		1 ST COLLOQUIUM 100%		2 ND COLLOQUIUM 100%	
MINIMUM		40/100		40/100	
WRITTEN EXAM				40/100	

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Computer programming (often simply programming) is the craft of implementing one or more interrelated abstract algorithms using a particular programming language to produce a concrete computer program. Programming has elements of art, science, mathematics, and engineering. Resource: en.wikipedia.org/wiki/Programming

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Kategorije predmetov

POMOČ UPORABNIKOM / HELP FOR USERS (2)

▼ Študijsko leto 2022/2023

► Računalništvo in informatika (1. stopnja, 2. stopnja, 3. stopnja)

▼ Računalništvo in informatika, angleška izvedba (1. stopnja)

▼ 1.stopnja

1.letnik (10)

2.letnik (12)

3.letnik (13)

Programiranje I EN 22/23 ➡

Izvajalec: Sead Jahić

Izvajalec: Aleksandar Tošić

Izvajalec: Jernej Vičič

Create project/file, Scanner

Syntax of the **scanner** as:

```
Scanner scan = new Scanner(System.in);  
      name
```

Example

In Math, to count area of triangle you are able to use Heron's formula:

$$P = \sqrt{s(s-a)(s-b)(s-c)}, s = \frac{a+b+c}{2}$$

- *Give a user opportunity to insert three numbers (a, b, c) as sides of triangle. (make sure that sum of two sides must be greater of third side in triangle)*
- *count and print area of the triangle*

Don't use if-statements!