AYDIN ADNAN MENDERES UNIVERSITY
COURSE INFORMATION FORM

Course Title	Introduction To Programming								
Course Code	BPR103		Couse Level	Short Cycle (Associate's Degree)					
ECTS Credit	6	Workload	150 *(Hours)*	Theory	3	Practice	1	Laboratory	0
Objectives of the Course	This course is designed for students to grasp basics of programming.								
Course Content	Algorithms, flowcharts, programming tools, variables and constants, input \output processes, operators, decision trees, loop controls, unidimensional arrays, multidimensional arrays								
Work Placement	N/A								
Planned Learning Activities and Teaching Methods	Explanation (Presentation), Discussion, Individual Study, Problem Solving								
Name of Lecturer(s)	Ins. Erkan GÜLER								

Assessment Methods and Criteria		
Method	Quantity	Percentage (%)
Midterm Examination	1	40
Final Examination	1	70

Recommended or Required Reading	
1	Object-Oriented Programming Logic and Database Special Sebetci Hyperlink Publications
2	C#.net İle Nesne Tem. Prog. Giriş, Ö.Sebetci, Gazi Yayınevi.

Week	Weekly Detailed Course Contents	
1	Theoretical	Algorithms
2	Theoretical	Flowcharts
3	Theoretical	Programming tools, variables and constants
4	Theoretical	Input Output Processes, Operators
5	Theoretical	Decision tree
6	Theoretical	Loop controls
7	Theoretical	Loop controls
8	Theoretical	One-dimensional arrays
9	Intermediate Exam	Midterm exam
10	Theoretical	Multidimensional arrays
11	Theoretical	Void sub-programmes
12	Theoretical	Non-void sub-programmes
13	Theoretical	Non-void sub-programmes
14	Theoretical	Sequential files
15	Theoretical	Random access files
16	Final Exam	Final exam

Workload Calculation				
Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	0	3	42
Lecture - Practice	14	0	1	14
Laboratory	10	0	5	50
Reading	32	0	1	32
Midterm Examination	1	5	1	6
Final Examination	1	5	1	6
			Total Workload (Hours)	150
			[Total Workload (Hours) / 25*] = **ECTS**	6
**25 hour workload is accepted as 1 ECTS*				

Learning Outcomes	
1	introduction to programming
2	Designing the flowcharts before coding
3	Using controlling statements
4	Doing array processes
5	Working with sub-programmes
6	indexing files

Programme Outcomes *(Computer Programming)*	
1	Having knowledge and skills in web project preparation and publishing
2	Having the knowledge and skills necessary for proper use management of database applications
3	Having knowledge and skills for software development, testing and installation
4	Be able to use the hardware necessary for computer programming and solve the basic problems they have with hardware
5	To be able to use information and communication technologies at the level required by computer programming
6	To be able to produce solutions to problems encountered in the field
7	Having the competencies to make job planning in the profession
8	Communicating with colleagues and clients based on knowledge and skills
9	Be able to take responsibility as an individual or as a team member and to fulfill the responsibility
10	To be able to express written and oral expressions related to the study topic
11	Be able to adapt the winning information to new situations

Contribution of Learning Outcomes to Programme Outcomes *1:Very Low, 2:Low, 3:Medium, 4:High, 5:Very High*

	L1	L2	L3	L4	L5	L6
P1	4	4	4	4	4	4
P2	4	4	4	4	4	4
P3	5	5	5	5	5	5
P4	1	1	1	1	1	1
P5	2	2	2	2	2	2
P6	3	3	3	3	3	3
P7	4	4	4	4	4	4
P8	4	4	4	4	4	4
P9	2	2	2	2	2	2
P10	2	2	2	2	2	2
P11	2	2	2	2	2	2