

AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title	Algorithms and Coding							
Course Code	BDT104	Couse	Couse Level		Short Cycle (Associate's Degree)			
ECTS Credit 5	Workload 125 (Hou	rs) Theor	y	3	Practice	0	Laboratory	0
Objectives of the Course Devoloping algorithm and writing programs								
Course Content	At the end of the lecture express it in his own wor Designs the solution alg various datas to test the and control statements of scripting language. Test	student is ds. Define orithm and algorithm f the algor s the enco	going to u s the solu flow char whether it ithm. Proo ding andc	underst tions o t of the works duces o hecks i	and and solve f the problem a problem. Able properly. Expl encoding which t.	the problem. and uses the re- to simulate the resses the alg h is appropriate	Defines the probl most suitable one he algorithm. Use orithm. Checks th te flow chart. Spe	lem and e. es ne loops cifies the
Work Placement	N/A							
Planned Learning Activities and Teaching Methods		Explar Study	nation (Pro Individua	esentat Il Study	ion), Experime , Problem Sol	ent, Demonstr ving	ation, Discussion	, Case
Name of Lecturer(s) Lec. Ahmet Cumhur ÖZTÜRK								

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

Pecommended	or	Poquirod	Pooding
Recommended	U I	Required	Reauing

- 1 Algortima ve Programlamaya Giriş Ebubekir YAŞAR
- 2 Programlamaya Giriş ve Algortimalar Doç.Dr.Soner ÇELİKKOL

Week	Weekly Detailed Cour	/eekly Detailed Course Contents				
1	Theoretical	Principles of problem solution				
2	Theoretical	Stages of problem solution and algrorithm and flow chart				
3	Theoretical	Algorithm and flow chart				
4	Theoretical	Determining the critical points.				
5	Theoretical	Application				
6	Theoretical	Defining a problem				
7	Theoretical	The rules of writing code				
8	Theoretical	Variables				
9	Theoretical	Control Satements				
10	Theoretical	Loops				
11	Theoretical	Application				
12	Theoretical	Starting the programs				
13	Theoretical	Testing the programs				
14	Theoretical	Application				

Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	1	2	42
Assignment	6	3	1	24
Term Project	1	8	2	10
Laboratory	5	2	3	25
Midterm Examination	1	11	1	12



				Course Information Form		
Final Examination	1	11	1	12		
	125					
		[Total Workload (Hours) / 25*] = ECTS	5		
*25 hour workload is accepted as 1 ECTS						

Learning Outcomes

1	Learning general concepts related to programming	
2	Understand the concept of the algorithm, understand how	w to create algorithms and understand structural programming.
3	With its structural features and powerful possibilities whi + + basic features are to be learned associated with the	ich each programmer must be aware the programming language C / C concept of algorithm
4	Ability to code in basic level	
5	Finding relavent solutions for a given problem and select	ting the best fitting one

Programme Outcomes (Computer - Aided Design and Animation)

1	Using the basic knowledge and skills acquired in the field, interpret and evaluate data, identify problems, to analyze, to have the ability to develop evidence-based solutions.
2	To select and effectivly use modern techniques that are for applications relevant to the filed
3	Gaining the application skill by examining the relevant processes in industrial and service sector
4	To find solution when encounters unforeseen situations in the field, to gain the ability to be able to take responsibility in a team or make individual research.
5	To gain the awareness of the need for lifelong learning, continuous self-renewal monitoring and awareness of developments in science and technology
6	To gain the ability to use computer software and hardware required by the basic level of the field.
7	To be conscious about occupational safety, occupational health, environmental protection and quality.
8	Effective communication and follow the innovations in the field.
9	In mathematics, science and engineering directed to his/her field of basic theoretical and practical knowledge.
10	Having the planning skills related to Computer Aided Design and Animation program to meet the needs of the sector.
11	Gaining skills on technical drawing, computer-aided drafting, design using simulation programs in the field of making and using a variety of software systems and components to choose, to calculate the basic sizing, draw plans and projects.
12	Ability to use the methods and techniques of career planning and discussing the effects of character traits on career preferences.
10	

13 Ability to plan a career in their own profession.

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

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

