



AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Algorithms and Computer Programming							
Course Code		BSM202		Course Level		First Cycle (Bachelor's Degree)			
ECTS Credit	4	Workload	100 (<i>Hours</i>)	Theory	2	Practice	2	Laboratory	0
Objectives of the Course		To teach the basic patterns used in programming logic and programming languages to students is to show in practice. Basic patterns used in programming languages is to show in practice. Applications on the Visual Basic programming language is realized.							
Course Content		Genmel about computer programming, programming languages, basic programming terms, variables, basic algorithm components, flow diagrams, object oriented programming, visual programming, program writing steps, the specifications required for the program.							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Demonstration, Case Study					
Name of Lecturer(s)									

Assessment Methods and Criteria

Method	Quantity	Percentage (%)
Midterm Examination	1	40
Final Examination	1	70

Recommended or Required Reading

1	Dersi veren öğretim elemanının ders kitabı
---	--

Week	Weekly Detailed Course Contents	
1	Theoretical	General information about programming, what programming? Who is the programmer? Who can be a programmer?
2	Theoretical	General information about programming languages, C #, Java, Delphi, Visual Basic
3	Theoretical	General information about programming languages, C #, Java, Delphi, Visual Basic
4	Theoretical	Basic Programming terms (variables, functions, classes, objects)
5	Theoretical	Basic Programming terms (flow diagrams, algorithms, exception, library, results)
6	Theoretical	Variables (number of systems, and a 2 system variables, numeric data types, character data types, arrays, naming standards)
7	Theoretical	Basic algorithm item 1 (output, input, action)
8	Intermediate Exam	Midterm Exam
9	Theoretical	Fundamental Algorithms items 2 (multiple conditions, numbered loops, conditional loops, functions)
10	Theoretical	Flowcharts (caused flowchart shapes used in the flow charts, the transition from the flow chart coding)
11	Theoretical	Flow charts (example solution)
12	Theoretical	Object-oriented programming (object-based programming features, objects based writing program, program examples)
13	Theoretical	Visual programming (visualization types, the algorithm insulation)
14	Theoretical	Programs writing steps (to set a target to produce alternatives, selecting the solution, designing the structure, drawing flowcharts, coding, testing)
15	Theoretical	Features must uphold program (object-oriented design, comments, indentation, portability)
16	Final Exam	Final exam

Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	1	2	42
Lecture - Practice	14	0	1	14
Assignment	14	1	1	28
Term Project	1	0	12	12
Midterm Examination	1	0	2	2



Final Examination	1	0	2	2
Total Workload (Hours)				100
[Total Workload (Hours) / 25*] = ECTS				4
*25 hour workload is accepted as 1 ECTS				

Learning Outcomes

1	Students gain knowledge of programming and algorithm development
2	To introduce students to the Visual Basic programming language
3	Students can develop programs with Visual Basic programming language
4	Ensure that students can solve the problems facing the Visual Basic programming language
5	Visual programming (visualization types, the algorithm insulation)

