



AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Algorithms and Programming							
Course Code		BPR181		Course Level		Short Cycle (Associate's Degree)			
ECTS Credit	2	Workload	50 (Hours)	Theory	2	Practice	0	Laboratory	0
Objectives of the Course		This course is designed to teach algorithm and coding concepts.							
Course Content		Algorithms, Flowchart, Coding tools, Variables and constants, Input/output operations, Operators, decision algorithms, loop controls,unidimensional arrays, multi-dimensional arrays, Void sub-programmes, Non-void sub-programmes							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Experiment, Demonstration, Discussion, Case Study, Individual Study, Problem Solving					
Name of Lecturer(s)									

Assessment Methods and Criteria

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

Recommended or Required Reading

1	Visual Studio 2011, M.Mastar, Kodlab Yayınevi.
2	C#.net ile Nesne Tem. Prog. Giriş, Ö.Sebetci, Gazi Yayınevi.
3	Introduction to programming and algorithms Soner Çelikkol Murathan Yayın

Week	Weekly Detailed Course Contents	
1	Theoretical	.Algorithms
2	Theoretical	Flowchart
3	Theoretical	Coding tools
4	Theoretical	Variables and constants
5	Theoretical	Input/output operations
6	Theoretical	Operators
7	Theoretical	Decision algorithms
8	Theoretical	Loop control
9	Intermediate Exam	Midterm exam
10	Theoretical	Loop control
11	Theoretical	One-dimensional arrays
12	Theoretical	Multi-dimensional arrays
13	Theoretical	Void sub-programmes
14	Theoretical	Non-void sub-programmes
15	Theoretical	Non-void sub-programmes
16	Final Exam	Final exam

Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	0	2	28
Term Project	1	0	4	4
Laboratory	5	0	1	5
Reading	3	0	1	3
Midterm Examination	1	4	1	5



Final Examination	1	4	1	5
Total Workload (Hours)				50
[Total Workload (Hours) / 25*] = ECTS				2
*25 hour workload is accepted as 1 ECTS				

Learning Outcomes

1	Introduction to coding and designing program flowchart
2	Control statements, array operations and working with sub-programmes
3	Learns the concept of everyday life like algorithms, with examples from everyday life.
4	Understands the components and their uses.
5	Learns the basic properties of Visual Basic.

Programme Outcomes (*Fashion Design*)

1	Be able to use the theoretical and practical knowledge related to fashion design
2	Fashion marketing and promotional activities should be carried out in matters related to fashion design
3	Must be able to collect data for research, prepare and present research report, prepare project
4	Designing personal clothing to meet the expectations of the sector and preparing the creations on the computer
5	Should be able to recognize the fabric surfaces, select auxiliary materials, control materials.
6	It should be able to carry out steps of mold preparation, spreading, laying plan preparation.
7	Must be able to use the necessary equipment, equipment and machines for the applications related to fashion design, and make adjustments and maintenance.
8	Must be able to use computerized mold and design programs in the field of fashion design.
9	Must have the ability to manage and organize business by creating the idea of establishing a business in the field.
10	Can create a model she designs in her mind by applying the technical drawings of the clothes and fashion formal training.
11	Basic sewing techniques should be able to realize the production stages of women's, men's and children's wear.

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

	L1
P6	2

