

COMPUTER SYSTEMS AND INTRODUCTION TO ALGORITHMS

1	Course Title:	COMPUTER SYSTEMS AND INTRODUCTION TO ALGORITHMS	
2	Course Code:	BM103	
3	Type of Course:	Compulsory	
4	Level of Course:	First Cycle	
5	Year of Study:	1	
6	Semester:	1	
7	ECTS Credits Allocated:	7.00	
8	Theoretical (hour/week):	2.00	
9	Practice (hour/week):	0.00	
10	Laboratory (hour/week):	2	
11	Prerequisites:		
12	Language:	Turkish	
13	Mode of Delivery:	Face to face	
14	Course Coordinator:	Dr. Öğr. Üyesi CENGİZ TOĞAY	
15	Course Lecturers:		
16	Contact information of the Course Coordinator:	Tel: 02242942796 ctogay@uludag.edu.tr	
17	Website:		
18	Objective of the Course:	1. To introduce Computer Engineering Program, courses offered in the program and related research areas 2. To inform students on Computer Engineering as a profession, problems in computer engineering and their solution methods, and application domains 3. To invite faculty members, assistants, graduates, employers, senior and graduate students as speakers to introduce Computer Engineering Program from different perspectives	
19	Contribution of the Course to Professional Development:		
20	Learning Outcomes:		
		1	Algorithmic thinking
		2	Programming
		3	Report
		4	Presentation
		5	Team Work
		6	Resarch
		7	Ethical behaviour
		8	An ability to use ofice tools(word/excel/powepoint)
		9	An ability to communicate effectively
		10	An ability to identify, formulate, and solve engineering problems
21	Course Content:		
		Course Content:	
Week	Theoretical	Practice	

1	Introduction. Definition of the Algorithm. Necessary Properties of the Algorithm. Flowcharts.	Laboratory study: HTML		
2	Programming Concepts. Definition of the variables. Data Types. Assignment Statements	Laboratory study:HTML		
3	Programming Concepts. Definition of the variables. Data Types. Assignment Statements	Laboratory study:HTML		
4	Conditional evaluation. If/else/switch	Laboratory study : HTML+JavaScript		
5	Conditional evaluation. If/else/switch	Laboratory study : HTML+JavaScript		
6	Loop Structures:for/while/do while	Laboratory study : HTML+JavaScript		
7	Loop Structures:for/while/do while	Laboratory study :HTML+ JavaScript		
8	Function Definition.	Laboratory study : HTML+JavaScript		
9	Function Definition.	Laboratory study : +HTMLJavaScript		
10	Research and Presentation about Computer Science	Laboratory study : +HTMLJavaScript		
11	Research and Presentation about Computer Science	Laboratory study : +HTMLJavaScript		
12	Research and Presentation about Computer Science	Laboratory study : +HTMLJavaScript		
13	Research and Presentation about Computer Science	Laboratory study : +HTMLJavaScript		
Activites		Number	Duration (hour)	Total Work Load (hour)
22	Theoretical Materials:	14	2.00	28.00
Practicals/Labs		14	2.00	28.00
Self study and preperation		Overview (12th Edition)	6.00	84.00
Homeworks		1	50.00	50.00
Projects		How Computers Work, 6th Edition, R. White, T.E. Downes, 2007, ISBN: 0-7897-0010-0	0.00	0.00
Field Studies		0	0.00	0.00
23	Midterm exams	1	12.00	12.00
Others		0	0.00	0.00
Final Exams		1	12.00	12.00
Total Work Load				214.00
Quiz		0	0.00	
Total work load/ 30 hr		4	00.00	7.13
ECTS Credit of the Course				7.00
Final Exam		1	60.00	
Total		3	100.00	
Contribution of Term (Year) Learning Activities to Success Grade		40.00		
Contribution of Final Exam to Success Grade		60.00		
Total		100.00		
Measurement and Evaluation Techniques Used in the Course				
24	ECTS / WORK LOAD TABLE			

25	CONTRIBUTION OF LEARNING OUTCOMES TO PROGRAMME QUALIFICATIONS															
	PQ1	PQ2	PQ3	PQ4	PQ5	PQ6	PQ7	PQ8	PQ9	PQ10	PQ11	PQ12	PQ13	PQ14	PQ15	PQ16
ÖK1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ÖK2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ÖK3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ÖK4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ÖK5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ÖK6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ÖK7	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ÖK8	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ÖK9	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ÖK10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
LO: Learning Objectives PQ: Program Qualifications																
Contribution Level:	1 very low			2 low			3 Medium			4 High			5 Very High			