IN	ITRODUCTION TO NU	MERI	CAL CALCULATION IN PHYSICS						
1	Course Title:	INTROD	UCTION TO NUMERICAL CALCULATION IN PHYSICS						
2	Course Code:	FZK2414	4						
3	Type of Course:	Optional							
4	Level of Course:	First Cyc	le						
5	Year of Study:	2							
6	Semester:	4							
7	ECTS Credits Allocated:	6.00							
8	Theoretical (hour/week):	3.00							
9	Practice (hour/week):	2.00							
10	Laboratory (hour/week):	0							
11	Prerequisites:	None							
12	Language:	Turkish							
13	Mode of Delivery:	Face to f	ace						
14	Course Coordinator:	Prof. Dr.	ORHAN GÜRLER						
15	Course Lecturers:								
16	Contact information of the Course Coordinator:	ogurler@ Fakültes	2uludag.edu.tr, 02242941701, UÜ Fen Edebiyat i, Fizik Bölümü 16059 Görükle Kampüsü Bursa						
17	Website:								
18	Objective of the Course:	The goal of the course is to introduce the C programming language generally and to understand the logic programming. Objectives of the course is to perform the mathematical and logical problems for physics on the computer.							
19	Contribution of the Course to Professional Development:								
20	Learning Outcomes:								
		1	Instructions for use. Structure of a C program. Varables are learned.						
		2	Data types. Constants. Operators. Communication through console. Control Structures are learned.						
		3	Functions. Arrays. String and Characters. Pointers. Dynamic Memory. Structures are learned.						
		4	User defined data types. (typedef, union, enum). Classes. Relationships between classes are learned						
		5	Namespaces. Input/Output with files. Graphics. Examples for Physics and Mathematics are learned.						
		6							
		7							
		8							
		9							
		10							
21	Course Content:								
		Co	ourse Content:						
Week	Theoretical		Practice						
1	Instructions for use. Structure of a C Varables	program.	Guided Problem Solving						

2	Data ty through	oes. Co consc	onstan ole	ts. Co	ommun	icatior	ו	Gu	Guided Problem Solving											
3	Control	ures. F	unctio	ons. Ar	rays.		Gu	Guided Problem Solving												
4	String a	String and Characters									Guided Problem Solving									
5	Dynam	Dynamic Memory									Guided Problem Solving									
6	Structu	es.						Gu	Guided Problem Solving											
7	User de enum).	fined	data ty	pes. (typede	f, unio	'n,	Gu	Guided Problem Solving											
8	Classes	5						Gu	Guided Problem Solving											
9	Relation	nships	betwe	en cla	isses			Gu	ided F	roblem	n Solvin	g								
10	Names	baces						Gu	ided F	roblem	n Solvin	g								
11	Repeat	ing cou	urses a	ind mi	idterm	exam		Gu	ided F	roblem	n Solvin	g								
12	Input/O	utput v	vith file	s.				Gu	ided F	roblem	n Solvin	g								
13	Graphic Mathen	s. Exa	mples	for Pl	nysics a	and		Gu	ided F	roblem	n Solvin	g								
14	Genera	l Revie	ew and	Prob	lem So	lution	S	Gu	ided F	roblem	n Solvin	g								
22	Textboo Materia	ces an	nd/or O	ther		1 H 200 2 H çöz	1 HASAN YILMAZ, C++ Örneklerle Programlama Dili, 2005; 2 Prof.Dr. MİTHAT UYSAL, C/C++ Problemler ve çözümleri, 2005													
Activites							1	Numb	ber		Dura	Duration (hour)			Total Work Load (hour)					
Midtore	ni G aram					1		401	Q O			3.00			42.00					
Practic	als/Labs							1	4			2.00			28.00					
Semer	ykprkanpeio	jee þer	ation			0		0.0	હ			3.00			39.00					
Homew	vorks							C)			0.00			0.00					
萨哈哈	S					2		106	9.00			0.00			0.00					
Field S	tudies							C)			0.00			0.00					
Midtern	n exams			_				1	1			2.00			2.00					
Others								1	14			5.00			70.00					
FRIA E	xams							104	p.00			2.00			2.00					
Total W	Vork Loa	d												183.00						
Total w	Total work load/ 30 hr										6.10									
ECTS (Credit of the Course									6.00										
25	25 CONTRIBUTION OF LEARNING OUTCOMES TO PROGRAMME QUALIFICATIONS																			
	PQ	1 PQ2	PQ3	PQ4	PQ5	PQ6	PQ7	PQ8	PQ9	PQ1 0	PQ11	PQ12	PQ1 3	PQ14	PQ15	PQ16				
ÖK1	3	4	2	0	4	0	4	0	3	4	2	1	0	0	0	0				
ÖK2	3	3	2	0	4	0	3	0	3	3	2	1	0	0	0	0				
ÖK3		1		I				_				4		0						
	4	4	2	0	3	0	4	0	3	3	2	1	0	0	0	0				

ÖK5	4	3	2	0	3	0	3	0	3	4	2	1	0	0	0	0
LO: Learning Objectives PQ: Program Qualifications																
Contrib ution Level:	1 \	/ery	ow		2 Iow		3	Medi	um		4 Higl	h		5 Ver	y High	