CMSE	/CMPE112 -	Programming Fun	damentals
Department:			
Computer Engineering			
Program Name:		Program Code: 25/20	
Computer/Software Engineering		Program Code: 25/29	
Course Number:	Credits:	,	Year/Semester:
CMPE112	4 Cr		2020-2021/Spring
Required Course			
Prerequisite(s):			
CMPE107 Foundations of Co	omputer Engine	ering	
Instructors information:			
Group 1: Prof. Dr. Omar Ramada	an, e-mail: omar.raı	madan@emu.edu.tr	
Group 3: Prof. Dr. Ekrim Varogl	u, e-mail: ekrem.va	roglu@emu.edu.tr	
Assistants information:			
Group 1: Imen Souissi (imen, sou	issi @emu.edu.tr)		
Group 3: Imen Souissi (imen, sou	issi @emu.edu.tr),	Felix Babalola (felix.babalo	la@emu.edu.tr).
Meeting Times and Places:			
Lectures:			
Gr 01: Thursday 10:30-12:20; Frie	day 8:30-10:20		
Gr 03: Monday 12:30-14:20; Thu	rsday 10:30-12:20		
Labs:			
Gr 01: Monday 16:30-18:20			
Gr 03: Friday 8:30-10:20			

Catalog Description:

An overview of C programming language. Sequential structures, data types and classes of data, arithmetic operators and expressions, assignment statements, type conversions, simple I/O functions (printf, scanf, fprintf, fscanf, gets, puts, fgets, fputs). Selective structures, relational operators, logical operators, conditional expression operator, conditional statements (if, switch). Repetitive structures, while, do-while, for loops, loop interruptions (goto, break, continue). Functions, function definitions and function calls. Arrays, array declaration, array initialization, arrays as function arguments. Pointers, basics of pointers, functions and pointers arrays and pointers, strings and pointers. Library functions for processing strings, pointer arrays.

Aims and Objectives

A student who successfully fulfills the course requirements will learn the key topics of C programming language (including sequential structure, selective structure, repetitive structure, arrays, pointers, and structures) and problem solving with C programming language.

Course web page:

https://staff.emu.edu.tr/omarramadan/en/teaching/cmpe112

Textbook(s):

"Programming in ANSI C", Ram Kumar and Rakesh Agrawal, West Publishing Company, 1992.

"G. J. Bronson, A First Book of ANSI C", 4th ed., Course Technology, 2006.

Indicative Basic Reading List:

- "Problem Solving and Program Design in C", J. R. Hanly and E. B. Koffman, Sixth Ed., Pearson Addison-Wesley, 2009.
- "C How to Program", Fifth Edition, P. J. Deitel and H. M. Deitel, Pearson Education, 2007.
- "C: The Complete reference", Herbert Schildt, McGraw-hill, 1995.
- "The C Programming Language", B. Kernighan and D. Ritchie, 2nd edition, 1988.

Extended Reading List:

"C: The Complete reference", Herbert Schildt, McGraw-Hill, 1995.

Topics Covered, Class Schedule and Lab Schedule: (Tentative)

(4 hours of lectures per week)

WEEK	TOPICS	
1	Introduction, Formatted I/O	
2	Sequential Structures	
3	Selective Structures	
4	Repetitive Structures	
5	Functions	
6	Arrays	

7	Pointers	
8	Tutorial and sample questions	
9-10	Midterm Exams	
11	Pointers and arrays	
12	Strings	
13	File I/O	
14	Tutorial and overview	
15-16-	Einel Engine	
17	Final Exams	

LAB SCHEDULE (2 hours per Lab)

Week	TOPIC	
15/03/2021	Lab1: Microsoft Visual Studio and C Programming	
22/03/2021	Lab2: Introduction to sequential and selective structure	
29/03/2021	Lab3: Repetitive structure	
5/4/2021	Lab4: Functions	
12/4/2021	Lab5: Arrays and matrixes	
19/04/2021	Lab Exam1	
24/04 - 08/05	Midterm period	
17/05/2021	Lab6: Pointers	
24/05/2021	Lab7: Pointers and strings	
31/05/2021	Lab Exam2	

Course Learning Outcomes

Upon successful completion of the course, students are expected to have the following competencies:

- (1) Ability to write a complete C program for solving a problem
- (2) Ability to use the MS-Visual Studio IDE to edit, compile, and executing C codes
- (3) Understand problem solving concept using the computer and ability to construct an algorithm and /or flowchart for solving a problem
- (4) Understand the Basics of C high level programming languages
- (5) Ability to use if-statement and switch statement to implement selective structure programs
- (6) Ability to use while-loop, do-while loop, and for-loop to construct repetitive structure
- (7) Ability to use modular programming for implementing multi-task problem
- (8) Ability to use arrays concept in C programming
- (9) Ability to use pointers in C programming
- (10) Ability to use strings in C programming

	Method	No.	Percentage
A gangamont	Midterm Exam	1	35 %
Assessment	Lab work	~ 7	20 %
	Final Examination	1	45%

Attendance:

Lectures:

• Attendance will be taken in every lecture, but no points will be given for it.

Exams:

- If you miss midterm or final exam, you can take the makeup exam if you submit a valid written medical report to your instructor stating your excuse within 3 working days of that examination. If you miss both exams, you can take makeup only for the final.
- If you miss both midterm and final exams and do not submit any written report, you will automatically get an "NG" grade.

Labs:

- There will be no makeup for the missed lab experiments/tutorials or assignment. But, instead, you will be exempted from one lab experiment.
- Exemption from the lab work is not provided.

Plagiarism

Plagiarism (which also includes any kind of cheating in exams, assignments, and lab works) is a disciplinary offence

and will be dealt with accordingly. Furthermore, the penalty of plagiarism is to get zero for the corresponding exam, assignment, or lab work.

Contribution of Course to Criterion 5

Credit Hours for: => Mathematics & Basic Science: 0 Engineering Sciences and Design: 4 General Education: 0

Relationship of Course to Program Outcomes

The course has been designed to contribute to the following program outcomes:

- a) an ability to apply knowledge of mathematics, science, and engineering
- e) an ability to identify, formulate, and solve engineering problems
- k) an ability to use the techniques, skills, and modern engineering tools necessary for engineering practice

Prepared by Prof. Dr. M. Güler, Updated by Prof. Dr.	Date: March 3 rd , 2021
O. Ramadan and Prof. Dr. E. Varoglu	