"KADRI ZEKA" UNIVERSITY

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COURSE SYLLABUS

Course title: **Introduction to programming**

Basic course information:	
Academic unit:	**Faculty of Applied Sciences**
Course title:	**Introduction to programming**
Level:	**Bachelor**
Course status:	
Year of study:	
Number of classes in a week	
ECTS:	6
Time / location:	**Lectures:** **Exercises** **Assistant:**
Course lecturer:	**Prof.Ass.Basri Ahmedi**
Contact details:	**basri.ahmedi@uni-gjilan.net**
Course overview:	Concepts and programming concepts. Understanding the algorithm, the data, the link that requires structuring this data and finding the best algorithm, variables by abstraction them to create a model that will have the look of a program. Meaning of arithmetic operations. Interaction during program execution with data entry via keypad. Simple software where the execution line is straight forward then branching (IF) and cyclic FOR. Versions transformed into a one-dimensional vector field. Two-dimensional Matrix Field. Subprograms, functions.
Course objectives:	Use of the working environment (code blocks, dev c ++) The main elements of the program. Creating the first "Hello World" program and the basic Input / Output concepts. Data Types. Arithmetic and Operators. The difference between entering the data from abroad and the program. Command If / Else. Switch. Command While. Command For. Verses a dimensional. Two Dimensional Verses (Matricat). String (Text) String-manipulation. functions
Intended learning outcomes:	Students who will successfully complete this course will be able to: - Know the basic elements for programming - The same elements even know how to code them with any programming language

Impact on student commitment			
Activity	**Classes**	**Days/weeks**	**Total**

Lectures	2	15	30
Theoretical/laboratory exercises	2	15	30
Contacts with the lecturer/consultation hours	1	15	15
Partial exams, workshops	2	3	6
Homework	1	15	15
Self-studying (in the library or home)	2	15	30
Final preparation for the exam	5	1	5
Time spent in evaluation (tests, final exam)	4	1	4
Projects, workshops, presentations ,etc	10	2	20
Total			**155:25 ≈6.2 6 ECTS**

Teaching methods:	Lectures, laboratories, homework
Evaluation methods:	First test: 30 points Second test: 30 points Homework: 30 points Presence and activity in lectures: 5+5=10 points Final exam: 60 points(for students that do not pass with partial exams(tests)) Total: 60+30+10=100 points. Grading: Total number of points is 100. 50-60 = 6; 61-70 = 7; 71-80 = 8; 81-90= 9; 91-100 = 10 Points under 50 do not reach a passing grade.

Literature	
Basic literature:	1.H.M.Deitel, P.J.Deitel, How to Program C++, Prentice Hall, Upper Saddle River, New Jersey 2.Bazat e programimit në C++, Agni Dika
Additional literature:	1 Script with a summary of tasks
Designed plan of study:	

Week	Lectures:
First week:	Syllabus
Second week:	Use of the working environment (code blocks, dev c ++).
Third week:	The main elements of the program.
Fourth week:	Creating the first "Hello World" program and the underlying concepts of Input / Output.
Fifth week:	Types of data.
Sixth week:	Arithmetic and Operators.
Seventh week:	Test 1
Eighth week:	The difference between entering the data from abroad and the program.
Ninth week :	Command If / Else.
Tenth week:	Switch.
Eleventh week:	Command While.

Twelfth week:	Command For.
Thirteenth week:	Two Dimensional Verses (Matricat).
Fourteenth week:	String (Text) String-manipulation. functions
Fifteenth week:	Test 2

Academic policy and rules of conduct:
The student is obligated to attend the lectures and exercises. Cheating at exams is punishable according to the statute and regulations of the university. The code of conduct refers to the students as well as to the teachers.