



ANKARA YILDIRIM BEYAZIT UNIVERSITY
DEPARTMENT OF MATHEMATICS

2022 - 2023 Fall

Course Code:	CENG 103
Course Name:	Computer Programming I
Course Credits (Hours):	6 (3 lecture hours + 2 lab. hours)
Lecturer:	Yusuf Evren AYKAÇ e-mail: evrenaykac@gmail.com
General Description:	This course is going to be the first handshake with programming including design and coding standpoints. Some major topics are →-Syntax and semantics of programming languages. -Programming style. -Program debugging and testing. -Data representation. -Simple arithmetic expressions, decision, and control statements. -Arrays. -Introduction to standard libraries. Structured programming technique will be introduced along with the usage of C language.
Textbook:	Problem Solving and Program Design in C, Jeri R. Hanly, Elliot B. Koffman, Addison Wesley, 8th Edition, 2015
Other Auxiliary materials:	Lecture Notes Reference Books:
Important Notes:	<ul style="list-style-type: none">• C How to Program, Deitel & Deitel, Pearson International Edition1. 75% attendance is compulsory, otherwise you get DZ.2. There will be 5 equally weighted lab quizzes scheduled in the weekly plan below. Only the highest four will be taken into account.

Grading:	Lab Quizzes	20%
	Homework/Assignment	25%
	Lab && Class Performance	5%
	Midterm	20%
	Final	30%

Letter Catalog:

AA \geq 90

BA \geq 80

BB \geq 70

CB \geq 65

CC \geq 60

DC \geq 55

DD \geq 50

FD \geq 40

FF

Week #	Lecture Topics	
1	Information about the course: Objective, Textbook, Grading Introduction to Programming Software Development Method Expressing Algorithms Steps in Developing a C Program Structure of a C Program Comments Preprocessor Directives Main Function Prototype Variable Declarations Data Representation: Reserved Words, Identifiers, Variables	
2	Data Types, Constants, Punctuators Declaration and Assignment Statements Arithmetic Operators (+, -, *, /, %) Arithmetic Expressions I/O Statements: printf and scanf Formatting Output	
3	Built-in Functions Boolean Expressions: Relational and Logical Operators Precedence of Operators Simple Boolean Expressions Compound Boolean Expressions Selection Structures: Simple if Statement and if...else	<div style="border: 1px solid red; padding: 5px; display: inline-block;">LQ-1</div>
4	Nested if Statement Switch Statement Counter-controlled Repetition (for Loops) Examples with for Loops	
5	Increment – Decrement Operators Sentinel-controlled Repetition (while Loops) Do...while Data Validation. Loop Conversions	<div style="border: 1px solid red; padding: 5px; display: inline-block;">LQ-2</div>
6	Nested Loops Modular Programming Function Prototype void functions with no parameters void functions with parameters	
7	Functions that return a value Parameter Passing Formal and Actual Parameters Scope of Variables Functions with Output Parameters Pointers Call by Value – Call by Reference	<div style="border: 1px solid red; padding: 5px; display: inline-block;">LQ-3</div>
8	File Operations Opening, reading, writing, closing text files	
9	<h1 style="margin: 0;">MIDTERM WEEK</h1> 	

<p>10</p>	<p>One-dimensional Arrays Declaration, Assignment, Initialization Parallel Arrays</p> <p>Operations on One-dimensional Arrays Input / Output (getchar, putchar) Counting Find sum, average, min, max</p>	<p style="border: 1px solid red; padding: 5px; text-align: center;">LQ-4</p>
<p>11</p>	<p>One-dimensional Arrays and Functions: Arrays as Input Parameters Arrays as Output Parameters</p>	
<p>12</p>	<p>Two-dimensional Arrays Declaration, Initialization, Operations</p> <p>Matrix Operations</p>	<p style="border: 1px solid red; padding: 5px; text-align: center;">LQ-5</p>
<p>13</p>	<p>Two-dimensional Arrays as Function Parameters</p> <p>Pointers: Declaration, pointer expressions and arithmetic, pointers as function parameters, Pointers, one-dimensional arrays, two dimensional arrays</p>	
<p>14</p>	<p>Recursion: versus iteration, exercises (factorial, fibonacci, etc)</p>	<p style="border: 2px solid red; padding: 5px; text-align: center;">HOMEWORK DEADLINE</p>
 FINALS 		

Prerequisites
<p>A broad knowledge of math is enough. Any further concepts may be immaterial to this course.</p>
What will be taught
<p>Software development methods How to express algorithms, ways of doing that C language integrated development environment Formatted input/output Structured program development Program control Functions File operations Arrays C Preprocessor Pointers Code readability, writability, orthogonality, and reliability</p>