

# TOROS ÜNİVERSİTESİ

Faculty Of Engineering  
Computer And Software Engineering

## Course Information

INTRODUCTION TO COMPUTER ENGINEERING					
Code	Semester	Theoretical	Practice	National Credit	ECTS Credit
		Hour / Week			
CSE111	Fall	3	0	3	

<b>Prerequisites and co-requisites</b>	None
<b>Language of instruction</b>	English
<b>Type</b>	Required
<b>Level of Course</b>	Bachelor's
<b>Lecturer</b>	Asst. Prof. Mehmet Ali AKTAŞ
<b>Mode of Delivery</b>	Face to Face
<b>Suggested Subject</b>	None
<b>Professional practise ( internship )</b>	None
<b>Objectives of the Course</b>	This course intends to review the fundamental subjects and interests of computer engineering
<b>Contents of the Course</b>	1. Fundamental Concepts of Computer Sciences 2. Software and Hardware Concepts 3. Number Bases, Conversion, Signed Numbers, Signed Numbers Arithmetic 4. Introduction to Programming Languages 5. Algorithm Concept 6. Pseudo Code, Flow Chart 7. Introduction to simple data types and operators: integer, float, character, addition, subtraction, multiplication, division 8. Input/Output 9. Conditionals and loops 10. Arrays, Multidimensional Arrays 11. Search Algorithms 12. Sıralama Algoritmaları

## Learning Outcomes of Course

#	Learning Outcomes
1	Students will define fundamental underlying principles concepts of computer engineering.
2	Students will understand how to design correct and efficient algorithms.
3	Students will learn about the process of writing and debugging a program.
4	Students will learn how to describe the devised algorithms as flowcharts.
5	Students will be able to know different branches of computer engineering.

## Course Syllabus

#	Subjects	Teaching Methods and Technics
1	Fundamental Concepts of Computer Sciences and Engineering	Lecture, discussion, presentation
2	Software and Hardware Concepts	Lecture, discussion, presentation
3	Number Bases, Conversion, Signed Numbers, Signed Numbers Arithmetic	Lecture, discussion, presentation
4	Introduction to Programming Languages	Lecture, discussion, presentation
5	Algorithm Concept	Lecture, discussion, presentation
6	Pseudo Code, Flow Charts	Lecture, discussion, presentation
7	1st Midterm Exam	Exam
8	Conditionals	Lecture, discussion, presentation
9	Loops	Lecture, discussion, presentation
10	More on Loops	Lecture, discussion, presentation

11	Arrays, Multidimensional Arrays	Lecture, discussion, presentation
12	Search Algorithms	Lecture, discussion, presentation
13	Sorting Algorithms	Lecture, discussion, presentation
14	Final exam	Exam
15		
16		

## Course Syllabus

#	Material / Resources	Information About Resources	Reference / Recommended Resources
1			

## Method of Assessment

#	Weight	Work Type	Work Title
1	40%	Mid-Term Exam	Mid-Term Exam
2	60%	Final Exam	Final Exam

## Relationship between Learning Outcomes of Course and Program Outcomes

#	Learning Outcomes	Program Outcomes	Method of Assessment
1	Students will define fundamental underlying principles concepts of computer engineering.	4,11	1,2
2	Students will understand how to design correct and efficient algorithms.	4,11	1,2
3	Students will learn about the process of writing and debugging a program.	4,11	1,2
4	Students will learn how to describe the devised algorithms as flowcharts.	4,11	1,2
5	Students will be able to know different branches of computer engineering.	4,11	1,2

PS. The numbers, which are shown in the column Method of Assessment, presents the methods shown in the previous table, titled as Method of Assessment.

## Work Load Details

#	Type of Work	Quantity	Time (Hour)	Work Load
1	Course Duration	14	3	42
2	Course Duration Except Class (Preliminary Study, Enhancement)	14	2	28
3	Presentation and Seminar Preparation	0	0	0
4	Web Research, Library and Archival Work	0	0	0
5	Document/Information Listing	0	0	0
6	Workshop	0	0	0
7	Preparation for Midterm Exam	1	2	2
8	Midterm Exam	1	1	1
9	Quiz	0	0	0
10	Homework	1	10	10
11	Midterm Project	0	0	0
12	Midterm Exercise	0	0	0
13	Final Project	0	0	0
14	Final Exercise	0	0	0
15	Preparation for Final Exam	1	15	15

16	Final Exam	1	2	2
				<b>100</b>