



OPIS PREDMETA / SUBJECT SPECIFICATION

Predmet:	Osnove strukturiranega programiranja
Subject Title:	Basics of structural programming

Študijski program Study programme	Študijska smer Study field	Letnik Year	Semester Semester
Izobraževalna tehnika		2	poletni
Educational Design		2	Summer

Univerzitetna koda predmeta / University subject code:

Predavanja Lectures	Seminar Seminar	Sem. vaje Tutorial	Lab. Vaje Lab. Work	Teren. vaje Field work	Samost. delo Individ. work	ECTS
15	15				60	3

Nosilec predmeta / Lecturer:

Jeziki / Predavanja / Lecture:
Languages: Vaje / Tutorial:

Pogoji za vključitev v delo oz. za opravljanje študijskih obveznosti:

Prerequisites:

Vsebina:

Osnove računalništva in informatike: zgradba računalniškega sistema, predstavitev informacije.

Programski jeziki: strojni, zbirni, višji programski jeziki, programski jeziki 4. generacije, primeri.

Osnove strukturiranega programiranja:

- struktura programa,
- spremenljivke in konstante,
- branje in izpis,
- aritmetični in logični izrazi ter prireditveni stavek

Krmilni stavki:

- sestavljeni stavki,
- vejitveni stavki,
- zanke.

Podatkovni tipi:

- osnovni (številski tipi, znaki, logični tip),
- sestavljeni (nizi znakov, polja, strukture),

Podprogrami in rekurzivni podprogrami.

Datoteke: vrste datotek, delo z datotekami.

Contents (Syllabus outline):

Basics of computer science: structure of computer, representation of information.

Programming languages: machine languages, assembly languages, high-level languages, fourth generation languages.

Basics of structural programming:

- program structure,
- variables and constants,
- read and write procedures,
- arithmetic and logic expressions, assignment statement.

Structured statements:

- compound,
- conditional and
- loop statements.

Data types:

- simple (numerical types, chars, Boolean type),
- structural (strings, arrays, structures).

Procedures and recursive procedures.

Files: file types, working with files.

Temeljni študijski viri / Textbooks:

Deloma odvisni od izbranega programskega jezika:
 npr. W. J. Savitch, Problem solving with C++, Addison-Wesley, 2006
 npr. V. Žumer, Temelji jezika C++, UM FERl, 2000.
 npr. D. Ammelburger, Spoznajmo C++, Flamingo, 2001.
 R. A. Szymanski et al., Introduction to computers and software, Prentice-Hall, 1996.
 J. G. Brookshear, Computer science: an overview, Addison-Wesley, 2005.
 D. Hankerson, Introduction to Information Theory and Data Compression, Chapman & Hall/CRC, 2003.

Cilji:

- Spoznati temeljne koncepte računalništva in informatike (zgradba računalnika, predstavitev informacije v računalniku, vrste programskih jezikov) ter osnove višjega programskega jezika.

Objectives:

- Know fundamental concepts from computer science (computer hardware, representation of information, programming languages) and the fundamental principles of a high-level programming language.

Predvideni študijski rezultati:

Znanje in razumevanje:

- Poznavanje zgradbe računalnika.
- Spoznati različne generacije programskih jezikov.
- Spoznati osnove izbranega programskega jezika.
- Sposobnost pisanja srednje zahtevnih programov.

Prenesljive/ključne spretnosti in drugi atributi:

- Prenos znanja računalništva na druga področja (matematika, biologija, kemija, optimizacija, ...)

Intended learning outcomes:

Knowledge and Understanding:

- To know the computer hardware.
- To know a variety of programming languages.
- To know the fundamental principles of a high-level programming language.
- Be able to write a moderately complex computer program.

Transferable/Key Skills and other attributes:

- Knowledge transfer of methods of computer science into other fields (mathematics, chemistry, biology, optimization, ...)

Metode poučevanja in učenja:

- Predavanja
- Računalniške vaje

Learning and teaching methods:

- Lectures
- Computer exercises

Načini ocenjevanja:Delež (v %) /
Weight (in %)**Assessment:**

Pisni izpit – problem	40%	Written exam - problems
Pisni izpit - teorija	40%	Written exam – theory
Naloge	20%	Coursework

Material conditions for subject realization**Materialni pogoji za izvedbo predmeta :**

- predavalnica z multimedijскими pripomočki;
- računalniška učilnica.

- lecture room with multimedia facilities;
- computer room.

Obveznosti študentov:**Students' commitments:**

<i>(pisni, ustni izpit, naloge, projekti)</i>	<i>(written, oral examination, coursework, projects):</i>
<ul style="list-style-type: none"> • opravljene naloge • opravljen pisni izpit – problemi • opravljen pisni izpit – teorija 	<ul style="list-style-type: none"> • completed coursework • completed written exam – problems • completed written exam - theory