

## Basic Information

Course name	COMPUTER PROGRAMMING							
Syllabus code	51380407							
Specialization	Electronică, Telecomunicații și Tehnologia Informației							
Credit	4							
Teacher	Vaida Mircea-Florin							
Faculty	Electronics, Telecommunication and Information Technology							
Department	Communication							
Teaching	Semester I			Semester II				
	Lecture	Applications		Lecture	Applications			
	Hours/week			Hours/week				
		S	L	P		S	L	P
	2		2					
Assessment	50% Final examination, 25% Lab. tests, 25% Practical work.							
Prerequisites	Basic Programming notions but not compulsory							
References	C/C++ References from literature and web							
Course web site	<a href="http://mercur.utcluj.ro">http://mercur.utcluj.ro</a>							

## Description

Aims	To use a programming language to develop basic engineering applications	
Learning Outcomes	Knowledge/understanding	To learn about: -simple algorithms -computer architecture and programming languages -the basic elements of the C/C++ language
	Theoretical Skills	<ul style="list-style-type: none"> <li>◆ Basic concepts about programming computers</li> <li>◆ Basic elements about programming in C/C++ language</li> </ul>
	Practical Skills	<ul style="list-style-type: none"> <li>◆ Abilities to describe and develop simple algorithms</li> <li>◆ Abilities to use a C/C++ programming medium</li> <li>◆ Abilities to develop, debug and test C/C++ applications</li> </ul>

Introduction in computer programming. Classification and evolution of programming languages, programming principles. Anatomy of a computer. Introduction concerning C/C++ programming. Predefined data types in C/C++. Aggregate types: arrays, structures. Functions. Elements of preprocessing in C/C++. Input/output operations in C/C++. Operators in C language. Control of program flow in C/C++. Memory classes. Initialization of variables and arrays. Pointers in C. Arguments transfer to main function. Dynamic allocation in C/C++. User defined data types, struct, unions, bit fields. Typedef, enum. New considerations concerning preprocessing, macro functions, input/output in C/C++. Files in C/C++. New considerations concerning functions in C++: inline, constant param., variable no. of parameters, overloading .