

## BLM1011 , Introduction to Computer Science, Group 1,3

Instructor: Assist. Prof. M. Amaç GÜVENSAN

Lecture Hours: Thursday, 13:00-16:00 - Friday 14:00-17:00

Lab Hours: Monday, 10:00 - 12:00

Classroom: D-111,Online

### Textbook:

Brookshear J. G., "Computer Science: An Overview", Pearson International Edition, 2007

### Supplementary Textbook:

Vatansever Fahri, "Algoritma Geliştirme ve Programlamaya Giriş", Seçkin Yayıncılık, 2011

### Tentative Schedule:

1. Introduction to Computer Science (Aims and Scope, Syllabus, Evaluation Metrics and Questions) (07.10.2021)
2. The Origins of Computing Machines, Data Storage, Number Systems (14.10.2021)
3. Computer Architecture, Data Manipulation, Integers and Fractional Numbers (21.10.2021)
4. National Holiday (28.10.2021)
5. Algorithm Concept, Flowchart, Flowchart Notations, Input/Output and Controls in Algorithms (04.11.2021)
6. Iterative Structures, Loop Conditions in an Algorithm (11.11.2021)
7. Introduction C Programming Language and Arrays (18.11.2021)
8. Midterm-I (25.11.2021)
9. One-dimensional Arrays (02.12.2021)
10. Strings (09.12.2021)
11. Multi-dimensional Arrays (16.12.2021)
12. Searching Algorithms (23.12.2021)
13. Sorting Algorithms (30.12.2021)
14. Operating Systems and Networking (06.01.2022)

	GRADING (could be revised)				
	Homework	Lab	Semester Project	Midterm	Final
Number	3	3 + 3	1	1	1
Impact	%15	%15	%10	%20	40%

**Lab&Homework Schedule:**

1. Week-1 No Action (Lab Preparation)
2. Week-2 No Action (Lab Preparation)
3. Week-3 22.10.2021 Friday - Homework I
4. Week-4 25.10.2021 Monday - Lab Practice I
5. Week-5 01.11.2021 No Action (Time for Self-Training)
6. Week-6 08.11.2021 Monday - Lab Practice II, 12.11.2021 Homework II
7. Week-7 15.11.2021 Monday Lab Quiz I
8. Week-8 Midterms (22.11.2021)
9. Week-9 29.11.2021 Monday Lab Practice III
10. Week-10 10.12.2021 Friday - Homework III
11. Week-11 13.12.2021 Monday Lab Quiz II
12. Week-12 20.12.2021 Monday Semester Project
13. Week-13 27.12.2021 Monday Lab Quiz III
14. Week-14 No Action (Time for Semester Project)