

## [GIC303] PROGRAMMING

### GENERAL INFORMATION

<b>Studies</b>	DEGREE IN COMPUTER ENGINEERING		<b>Subject</b>	COMPUTING
<b>Semester</b>	2	<b>Course</b>	1	<b>Mention / Field of specialisation</b>
<b>Character</b>	BASIC TRAINING		<b>Language</b>	EUSKARA
<b>Plan</b>	2022	<b>Modality</b>	Face-to-face	<b>Total hours</b>
<b>Credits</b>	6	<b>Hours/week</b>	5.39	97 class hours + 53 non-class hours = <b>150 total hours</b>

### PROFESSORS

AGIRRE BASTEGIETA, JOSEBA ANDONI
   
 VELEZ DE MENDIZABAL GONZALEZ, IÑAKI

### REQUIRED PREVIOUS KNOWLEDGE

Subjects	Knowledge
(No specific previous subjects required)	(No previous knowledge required)

### LEARNING RESULTS

LEARNING RESULTS	KC	SK	AB	ECTS
<b>GIR103</b> - To know how to program computers with development environments, using the most appropriate types and data structures to solve engineering problems efficiently			x	5,4
<b>G-RTR1</b> - To develop interdisciplinary projects specific to their specialty and of gradual complexity, - becoming aware of respect for human rights and fundamental rights, and analyzing and assessing the impact of the proposed solutions on the SDGs - to acquire and/or apply basic, advanced and /or avant-garde, demonstrating the ability to work in multidisciplinary teams and/or undertake further studies with a high degree of autonomy		x		0,28
<b>G-RTR2</b> - To express information, ideas and the arguments that support them in an orderly, clear and coherent manner, orally and in writing, based on quality information, self-made or obtained from different sources, using inclusive and non-discriminatory language		x		0,32
<b>Total:</b>				<b>6</b>

KC: Knowledge or Content / SK: Skills / AB: Abilities

### SECONDARY LEARNING RESULTS

**RG190** [!] *Conocer y aplicar las fases para desarrollar de forma guiada, con los objetivos y la planificación previamente definidos, un proyecto de complejidad técnica acorde con los conocimientos de formación básica de la ingeniería. Reflexiona sobre los cono*

#### LEARNING ACTIVITIES

	CH	NCH	TH
Carrying out/resolving projects/challenges/cases, etc. to provide solutions to problems in interdisciplinary contexts, real and/or simulated, individually and/or in teams	3 h.	1 h.	4 h.

#### EVALUATION SYSTEM

	W
Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	20%
Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems	50%
Prototype / Product	30%

#### MAKE-UP MECHANISMS

(No mechanisms)

**Comments:** Continuous assessment.

**CH - Class hours:** 3 h.

**NCH - Non-class hours:** 1 h.

**TH - Total hours:** 4 h.

**RG191** [!] *Contribuir en la estrategia de funcionamiento del equipo priorizando los objetivos comunes, fomentando y valorando la participación de todas las personas y responsabilizándose de las tareas individuales, así como del cumplimiento de plazos*

LEARNING ACTIVITIES	CH	NCH	TH
Carrying out/resolving projects/challenges/cases, etc. to provide solutions to problems in interdisciplinary contexts, real and/or simulated, individually and/or in teams	2 h.	1 h.	3 h.
EVALUATION SYSTEM	W	MAKE-UP MECHANISMS	
Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	20%	(No mechanisms)	
Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems	50%		
Prototype / Product	30%		
<b>Comments:</b> Continuous assessment.			
<b>CH - Class hours:</b> 2 h.			
<b>NCH - Non-class hours:</b> 1 h.			
<b>TH - Total hours:</b> 3 h.			

**RG193** [!] *Redacta una memoria de proyecto clara y concisa utilizando las fuentes de información y estructura de memoria facilitadas, y haciendo un uso correcto, inclusivo y no discriminatorio del lenguaje*

LEARNING ACTIVITIES	CH	NCH	TH
Development and writing of records, reports, presentations, audiovisual material, etc. on projects/work experience/challenges/case studies/experimental investigations carried out individually and/or in teams	3 h.	1 h.	4 h.
EVALUATION SYSTEM	W	MAKE-UP MECHANISMS	
Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	20%	(No mechanisms)	
Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems	50%		
Prototype / Product	30%		
<b>Comments:</b> Continuous assessment. It may be asked to redo the document.			
<b>CH - Class hours:</b> 3 h.			
<b>NCH - Non-class hours:</b> 1 h.			
<b>TH - Total hours:</b> 4 h.			

**RG194** [!] *Realiza una presentación oral y defensa del proyecto clara y concisa, haciendo uso correcto, inclusivo y no discriminatorio del lenguaje*

LEARNING ACTIVITIES	CH	NCH	TH
Development and writing of records, reports, presentations, audiovisual material, etc. on projects/work experience/challenges/case studies/experimental investigations carried out individually and/or in teams	3 h.	1 h.	4 h.
EVALUATION SYSTEM	W	MAKE-UP MECHANISMS	
Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	20%	(No mechanisms)	
Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems	50%		
Prototype / Product	30%		

**Comments:** Continuous assessment.

**CH - Class hours:** 3 h.

**NCH - Non-class hours:** 1 h.

**TH - Total hours:** 4 h.

**RG123** [!] *Diseña estructuras de datos y utiliza recursos de entrada/salida adecuadamente en la resolución de problemas mediante programas en el lenguaje C*

**LEARNING ACTIVITIES**

	<b>CH</b>	<b>NCH</b>	<b>TH</b>
Development and writing of records, reports, presentations, audiovisual material, etc. on projects/work experience/challenges/case studies/experimental investigations carried out individually and/or in teams	1 h.		1 h.
Conducting tests, giving presentations, presenting defences, taking examinations and/or doing checkpoints	2 h.		2 h.
Carrying out/resolving projects/challenges/cases, etc. to provide solutions to problems in interdisciplinary contexts, real and/or simulated, individually and/or in teams	3 h.	1 h.	4 h.
Presentation by the teacher in the classroom, in participatory classes, of concepts and procedures associated with the subjects	8 h.	5 h.	13 h.
Carrying out exercises and solving problems individually and/or in teams	12 h.	8 h.	20 h.

**EVALUATION SYSTEM**

**W**

**MAKE-UP MECHANISMS**

Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	2%
Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems	6%
Individual written and/or oral tests or individual coding/programming tests	89%
Prototype / Product	3%

Individual written and/or oral tests or individual coding/programming tests  
**Comments:** Students with less than 5 in the Control point must retake the exam. Control point value will be 25% and retake 75%. Project: There will not be any retake of the individual defense.

**Comments:** Minimum grade: 5 Project evaluation based on technical rubric

**CH - Class hours:** 26 h.

**NCH - Non-class hours:** 14 h.

**TH - Total hours:** 40 h.

**RG129** [!] *Implementa algoritmos de ordenación, búsqueda, inserción y eliminación en arrays, matrices y listas dinámicas*

**LEARNING ACTIVITIES**

	<b>CH</b>	<b>NCH</b>	<b>TH</b>
Development and writing of records, reports, presentations, audiovisual material, etc. on projects/work experience/challenges/case studies/experimental investigations carried out individually and/or in teams	2 h.		2 h.
Personal study and flexible development of concepts and subjects using active dynamics, to foster more meaningful learning	6 h.	4 h.	10 h.
Conducting tests, giving presentations, presenting defences, taking examinations and/or doing checkpoints	3 h.	1 h.	4 h.
Carrying out/resolving projects/challenges/cases, etc. to provide solutions to problems in interdisciplinary contexts, real and/or simulated, individually and/or in teams	5 h.	3 h.	8 h.
Presentation by the teacher in the classroom, in participatory classes, of concepts and procedures associated with the subjects	12 h.	8 h.	20 h.
Carrying out exercises and solving problems individually and/or in teams	30 h.	19 h.	49 h.
Self-assessment tests in a context of autonomous and continuous learning	2 h.		2 h.

**EVALUATION SYSTEM**

**W**

**MAKE-UP MECHANISMS**

Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory	2%
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Individual written and/or oral tests or individual coding/programming tests

<p>exercises, term projects, challenges and problems</p> <p>Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems</p> <p>Individual written and/or oral tests or individual coding/programming tests</p> <p>Prototype / Product</p> <p><b>Comments:</b> Minimum grade: 5 Project evaluation based on technical rubric</p> <p><b>CH - Class hours:</b> 60 h.</p> <p><b>NCH - Non-class hours:</b> 35 h.</p> <p><b>TH - Total hours:</b> 95 h.</p>	<p>6%</p> <p>89%</p> <p>3%</p> <p><b>Comments:</b> Students with less than 5 in the Control point must retake the exam. Control point value will be 25% and retake 75%. Project: There will not be any retake of the individual defense.</p>
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## CONTENTS

1- User-defined data structures    1.1- Data structures    1.2- Data structure vectors    1.3- Use of data structures in functions  
 2- Using files for data persistence    2.1 Text files    2.2 Binary files  
 3. Advanced Algorithmic Concepts    3.1 Recursion    3.2 Sorting methods  
 4- Dynamic Memory Management    4.1- Pointers and memory addressing    4.2- Dynamic memory    4.3- Linked lists and stacks

## LEARNING RESOURCES AND BIBLIOGRAPHY

### Learning resources

Subject notes  
 Moodle Platform  
 Specific Master Software

### Bibliography

<https://labur.eus/biblio-GIC303>