강 의 계 획 서

교과목명	프로그래밍및실험	학수번호	COM102-01
이수구분	전공	학 점	3
개설학과	컴퓨터공학과	개설학년	1학년

담 당 교 수		담 당 조 교	
이 름	조영석	이 름	구다솔
연구실		연구실	2522
e-메일		e-메일	
전화번호		전화번호	
상담시간	Wed 10:30-11:30	상담시간	Fri 1:30-2:30

강의 개요

Programming proficiency is the most fundamental knowledge and skill for the students whose major is computer science. Through this class, students will basically learn C programming language of its syntax and semantics. Once they understand the syntax and semantics, they will learn how to solve specific problems by programming. Very many exercises will be given to the students in order to train them. After each lecture session, students will program in the lab with two teaching assistants who are well trained graduate students. Before the midterm exam, students will be required to use UNIX system especially, vi editor and gnu C compiler because, even though PCs dominate over workstations and upper level computers

강 의 목 표

No.	학습목표	학과교육목표	
		관련교육목표	관련정도
1	Train both UNIX and PC environment of programming	교육목표1	높음
2	Learn how to programming in C	교육목표2	높음
3	Learn how to solve problems including some simple algorithms	교육목표3	높음
4	Learn how to work as a team	교육목표4	보통
5	Learn how to communicate and discuss with team members	교육목표5	보통

교재 및 참고서적					
구분	교재명	저자	출판사	출판년도	지정도서
주교재	A Book on C, 4th ed.	Kelly and Pohl	Addison-Wesley	1998	지정
주교재	class material	조영석	N/A	2013	

주별 강의 계획				
주		학습주제,목표 및 내용	수업형태	참고문헌 및페이지
1	학습주제	Basic ideas and UNIX	강의+질 의/응답	class material
	학습목표	Understand the basic knowledge of programming, UNIX system and vi editor		
	학습내용	Introduction to the course Introduction to C programming Introduction to UNIX system vi editor		
2	학습주제	Basic elements of C programming language	강의+질 의/응답	class material
	학습목표	Understand the basic elements of C programming language		
	학습내용	Lexical elements Operators gnu C compiler Simple exercises		
3	학습주제	Data Types	강의+질 의/응답	class material
	학습목표	Understand and program with the fundamental Data Types		
	학습내용	Fundamental Data Types Exercises		
4	학습주제	Flow of Control	강의+질 의/응답	class material
	학습목표	Understand and program with different flows of control		
	학습내용	Flow of Control Exercises		
5	학습주제	Flow of Control	강의+질 의/응답	class material
	학습목표	Understand and program with different flows of control		
	학습내용	Flow of Control Exercises		
6	학습주제	Functions	강의+질 의/응답	class material
	학습목표	Understand and program with functions		
	학습내용	Functions Exercises		
7	학습주제	Functions	강의+질 의/응답	class material
	학습목표	Understand and program with functions		
	학습내용	Functions Exercises		

주		주 별 강 의 계 획		
		학습주제,목표 및 내용	수업형태	참고문헌 및페이지
8	학습주제	Midterm Exam	시험	class material
	학습목표	Review class materials up to previous week		
	학습내용	Midterm Exam		
9	학습주제	Arrays	강의+질 의/응답	class material
	학습목표	Understand and program with arrays		
	학습내용	Arrays Exercises		
10	학습주제	Pointers	강의+질 의/응답	class material
	학습목표	Understand and program with pointers		
	학습내용	Pointers Exercises		
11	학습주제	Strings	강의+질 의/응답	class material
	학습목표	Understand and program with strings		
	학습내용	Strings Exercises		
12	학습주제	Bitwise Operators and Enumeration Types	강의+질 의/응답	class material
	학습목표	Understand and program with Bitwise Operators and Enumeration Types		
	학습내용	Bitwise Operators and Enumeration Types Exercises		
13	학습주제	Preprocessors	강의+질 의/응답	class material
	학습목표	Understand and program with Preprocessors		
	학습내용	Preprocessors Exercises		
14	학습주제	Structures and Unions	강의+질 의/응답	class material
	학습목표	Understand and program with Structures and Unions		
	학습내용	Structures and Unions Exercises		
15	학습주제	List Processing and Input/Output	강의+질 의/응답	class material
	학습목표	Understand and program with List Processing and Input/Output mechanisms		
	학습내용	List Processing and Input/Output Exercises		

주 별 강 의 계 획				
주		학습주제,목표 및 내용	수업형태	참고문헌 및페이지
16	학습주제	Final Exam	시험	class material
	학습목표	Review class materials up to previous week		
	학습내용	Final Exam		