# University of Arkansas-Fort Smith 5210 Grand Avenue P. O. Box 3649 Fort Smith, AR 72913-3649 479-788-7000

## **General Syllabus:**

## **CSCE 13704 Programming for Engineers**

Credit Hours: 4 Laboratory Hours: 0

Prerequisite: MATH 11003 College Algebra or higher MATH

Effective: 2018-2019

## I. Course Information:

## A. Catalog Description

A course for students majoring in engineering. Topics include data representation, high-level languages, looping, functions, arrays, pointers, and an introduction to the Linux operating system shell.

## **II.** Student Learning Outcomes

## A. Subject Matter:

Upon completion of this course, the student will be able to:

- 1. Design solutions to problems using computer programs.
- 2. Demonstrate the ability to create and debug computer programs written in the C Language.
- 3. Describe the mechanics of running, debugging, and testing programs in the Linux environment.
- 4. Use the Linux shell to edit, debug, and test programs.
- 5. Explain the basic types of commands provided by the Linux shell.

## **B.** University Learning Outcomes:

The Programming for Engineers course material enhances student abilities in the following areas:

## **Analytical Skills**

**Critical Thinking Skills:** Students will identify a problem, break it down into its component parts and develop a solution in the C language.

## **III.** Major Course Topics

- A. Linux Shell Commands command line control commands
- B. Creating and compiling C programs in Linux –
- C. Using Native Linux commands to Create and Compile C programs
- D. Program Debugging
- E. Determine compile and runtime errors using logic and critical thinking skills
- F. Data Representation
- G. How numerical values and Strings are structured in C
- H. Control Structures
- I. Designing programs with decision, iteration
- J. Functions and Methods
- K. Designing program organization and modularity in C
- L. Arrays
- M. Creating and working with consecutive like information using indexes.
- N. Pointers
- O. Using pointers to process variables
- P. Using pointers to accomplish "pass by reference" with functions
- Q. Using pointers to process arrays instead of indexes with both static and dynamic memory
- R. String handling