30007 - Fundamentals of computer studies

Información del Plan Docente

Academic Year	2016/17
Academic center	110 - Escuela de Ingeniería y Arquitectura
Degree	436 - Bachelor's Degree in Industrial Engineering Technology
ECTS	6.0
Course	1
Period	Half-yearly
Subject Type	Basic Education
Module	---

1.Basic info

1.1.Recommendations to take this course

1.2.Activities and key dates for the course

2.Initiation

2.1.Learning outcomes that define the subject

2.2.Introduction

3.Context and competences

3.1.Goals

3.2.Context and meaning of the subject in the degree

3.3.Competences

3.4.Importance of learning outcomes

4.Evaluation

5.Activities and resources

5.1.General methodological presentation
The designed learning process is based on:
1. Classic blackboard teaching.
2. Problem solving.
3. Self-studying.
4. Practical work, developing theoretical concepts.
5. The development of proposed programs of increasing difficulty.

5.2.Learning activities

5.3.Program

0. Presentation

1. Introduction - computer architecture, operating systems, networks, machine language, assembler, compilers, introduction to programming.

2. Data types - internal representation, dominion, classification, integer, real, char, boolean.

3. Composution structures - secuential, conditional iterative.

4. Behavior abstraction - procedures and functions.

5. Data abstraction - composed data types, arrays, records, strings.

6. Files - sequential, text.

5.4.Planning and scheduling

5.5.Bibliography and recomended resources