NAME OF THE COURSE INTORDUCTION			ON TO PROGRAMMING						
Code	EUBB10		Year of	Year of study 3.					
Course teachers	Full professor Željko Garača; Associate Professor Maja Ćukušić, PhD		Credits (ECTS)			5			
Associate teachers	sociato toachors Dr. sc. Tea Mijač		Type of instructions		L	S	E	F	
Associate teachers Dr. sc. i ea Mijac,		(number of hours)		26		26			
Status of the course	Elective		Percen applica	tage of tion of e	e-learning	30%			
		COURSE	DESC	RIPTIO	N				
Course objectives	Acquisition of fundamental knowledge on programming and the importance of making the correct algorithmic solutions to the given problem. Adoption of theoretical knowledge and practical experience from fundamental aspects related to the development and both approaches and methods of solving various problems.								
Course enrolment requirements and entry competences required for the course	There are no prerequisites for enrollment.								
Learning outcomes expected at the level of the course (4 to 10 learning outcomes)	<ul> <li>To analyze and apply the basic concepts of software design.</li> <li>Individual learning outcomes: <ul> <li>Identify, name and explain basic concepts related to historical development, role and principles of software programming.</li> <li>Identify the different steps / phases of programming and understand the importance of going through each phase without neglecting any phase.</li> <li>Apply knowledge and skills related to key aspects of programming in order to understand the algorithmic and software solutions.</li> <li>Link the input process with the appropriate algorithm and evaluate its relevance, accuracy, and speed with regard to specific data input.</li> <li>Formulate and apply the basic principles of object programming on simple tasks with the possible use of the help system.</li> </ul> </li> </ul>								
Course content						<b>-</b>			
broken down in detail by weekly		Topic		Hours		Торіс	;	н	ours
class schedule (syllabus)	Introduction lecture.			2	Assignm know the software	nent 1. Getting to e interface of the tool.		)	2
	Basic cono programm support.	cepts related to ing and prograr	n	2	Assignm console a	<b>ent 2.</b> V app.	Vork in		2
	Algorithm flowchart,	development: pseudocode, co	oding.	2	Assignm explicit de variables Operator	ent 3. Ir eclaratio . Loss of Mod.	ndirect a n of precisio	nd on.	2
	Algorithm branched,	structures: linea cyclic; example	ar, 98.	2	Assignm password and odd i	ent 4. C d entry. T numbers	hecking he ever	ו the ז	2

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	Field work – (virtual) visit to IT company.		IT	2	Assignment 5. Switching the digits of the number. Disassembling the number on the digits. The sum of the digits of the number.		2	
	Field work – (virtual) visit to IT company.		IT	2	Assignment 6. Arrays. Summing the array. Determination of minimum and maximum. Array sort.		2	
	Programming lar Object oriented r	nguages. programmin	ıg.	2	Assignment the matrix.	<b>7.</b> Displaying	2	
	Development of software support: problem specification, algorithm development, instructional entry. Testing, debugging, documentation.		on,	4	Assignment subtracting th Multiplication	2		
				2	Assignment 9. Working with string variables. Counting the number of vowels in a sentence.		2	
	Structured programming: input-		put-	2	Assignment 10. Create and use a class		2	
	Decision-making instructions, program loops, functions. Structured programming: files and file types.		S,	4	Assignment 11. GUI elements. Forms. Crating events. Use of forms.			
			es	2	Assignment 12. Eventcancelation. Closing theform			
	Presentations of essays.	seminar		2	Assignment complex prog problems.	: <b>13.</b> Solving gramming	2	
Format of instruction	<ul> <li>lecturers</li> <li>seminars and workshops</li> <li>exercises</li> <li>on line entirely</li> <li>partial e-learning</li> <li>filed work</li> </ul>			<ul> <li>✓ individual/independent assignments</li> <li>□ multimedia</li> <li>✓ laboratory</li> <li>□ work with the mentor</li> <li>□(other)</li> </ul>				
Student responsibilities	The student is obliged to attend and to follow the classes regularly, to perform given assignments, and to actively participate in all forms of teaching. Students who successfully preform 70% of assignments from exercises can take the first test, and analogously, the second test. To attain a signature, a regular student must successfully preform 70% of assignments, as well as participating in at least 50% of all class meetings (25% for the part-time students) In addition, students need to present and submit the seminar in the given deadline. The condition for accessing the exam is the signature.							
Screening student work (name the proportion of ECTS credits for each activity so that the total number of	Class attendance	1,7 ECTS	Resear	rch		Practical training		
	Experimental work		Report			Individual assignments	0,3 ECTS	
	Essay	1 ECTS	Semina essay	ar		(Other)		
ECTS credits is equal to the ECTS	Tests	2 ECTS	Oral ex	am		(Other)		
value of the course)	Written exam		Project	:		(Other)		

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Grading and evaluating student work in class and at the final exam	During the semester two tests are conducted (80% of successfully passed two tests were are exempted fro exam period. Tests are deemed to be passed if the a A weaker percentage in one test can be offset on the If a student does not have enough points from tests of is required to take the final exam. Final exam consists grade) and oral exam (20% of total grade). Students the average rating is at least 60% of written exam. Set total grade. The grade will be determined as follows: 0-59 insufficient (1) 60-69 sufficient (2) 70-79 good (3) 80-89 very good (4) 90-100 excellent (5)	f total grade). m the exam in verage rating i other. luring the sem s of written exa can access the eminar essay t	Students who the regular is 60% or more. ester, he or she am (60% of total e oral exam if akes 20% of		
Required literature (available in the library and via other	TitleNumber of copies in the libraryAvailability vi				
media)	T. Žuljević: "Uvod u programiranje - VB.NET", Sveučilište u Splitu, Split 2005.				
Optional literature	<ul> <li>Chemuturi, Murali (2019). Coputer Programming for Beginers. Chapman and Hall.</li> <li>Bell, Aleksander (2019). Computer Programming: Fundamentals for absolute beginers.</li> <li>Mijač, T., Jadrić, M. &amp; Ćukušić, M. (2019) In Search of a Framework for User-Oriented Data- Driven Development of Information Systems. Economic and business review : for Central and South-Eastern Europe, 21 (3), 439-465 doi:10.15458/ebr.89.</li> <li>Harvey M. Deitel, Paul J. Deitel, Tem R. Nieto: "Visual Basic.NET How to Program", Fifth Edition, Prentice Hall, 2010.</li> <li>Granić, Andrina; Glavinić, Vlado.: Human Computer Interfaces: Teaching Students to Design for Real-Life Environments // Proc. of the First Edition of Information and Communication Technologies International Symposium ICTIS'05 / Essaidi, Mohamed ; Raissouni, Naoufal (ur.). Tetuan, Maroko: IEEE/Abdelmalek Essaadi University, 2005. 180-183</li> <li>Granić, Andrina; Glavinić, Vlado.: Visual Programming Languages as User Interface Performers // Proceedings of 22nd International Convention MIPRO'99, Volume 2 / Biljanović, Petar ; Skala, Karolj ; Ribarić, Slobodan ; Budin, Leo ; (ur.). Rijeka: MIPRO, 1999. 68-71</li> </ul>				
Quality assurance methods that ensure the acquisition of exit competences	<ul> <li>Monitoring attendance and performance of other student obligations (teacher)</li> <li>Teaching Supervision (Vice dean for Teaching)</li> <li>Analysis of the success of studies in all subject studies (Vice dean for Teaching)</li> <li>Student Survey on the Quality of Teachers and Teaching for Each Subject Study (UNIST, Center for Quality Improvement)</li> <li>The exam conducted by the subject teacher examines all learning outcomes of the subject. Periodic examination of the content of the exam is conducted on the basis of which the appropriateness of the method of checking the learning outcomes (Vice dean for Teaching)</li> </ul>				

Other (as the	-
proposer wishes to	
add)	