Course guides  
34020 - INFO-N1O23 - Informatics

Unit in charge: Vilanova i la Geltrú School of Engineering  
Teaching unit: 723 - CS - Department of Computer Science.

Degree:  
- BACHELOR’S DEGREE IN ELECTRICAL ENGINEERING (Syllabus 2009). (Compulsory subject).
- BACHELOR’S DEGREE IN INDUSTRIAL DESIGN AND PRODUCT DEVELOPMENT ENGINEERING (Syllabus 2009). (Compulsory subject).
- BACHELOR’S DEGREE IN INDUSTRIAL ELECTRONICS AND AUTOMATIC CONTROL ENGINEERING (Syllabus 2009). (Compulsory subject).
- BACHELOR’S DEGREE IN MECHANICAL ENGINEERING (Syllabus 2009). (Compulsory subject).

Academic year: 2021  
ECTS Credits: 6.0  
Languages: Catalan, Spanish

LECTURER

Coordinating lecturer: Roman Jiménez, José Antonio  
Others: Román Jiménez, José Antonio  
Valls Mancha, Hugo  
Casas Fernández, Bernardino  
Pérez Soriano, Jaume

PRIOR SKILLS

Basic knowledge of mathematics for the required level at the university entrance exam.

DEGREE COMPETENCES TO WHICH THE SUBJECT CONTRIBUTES

Specific:  
2. CE3. Fundamental knowledge of use and programming of computer, operating systems, data base and informatic programs with application in engineering.

Transversal:  
1. TEAMWORK - Level 1. Working in a team and making positive contributions once the aims and group and individual responsibilities have been defined. Reaching joint decisions on the strategy to be followed.
3. SELF-DIRECTED LEARNING - Level 1. Completing set tasks within established deadlines. Working with recommended information sources according to the guidelines set by lecturers.
4. EFFICIENT ORAL AND WRITTEN COMMUNICATION - Level 1. Planning oral communication, answering questions properly and writing straightforward texts that are spelt correctly and are grammatically coherent.
5. EFFECTIVE USE OF INFORMATION RESOURCES - Level 1. Identifying information needs. Using collections, premises and services that are available for designing and executing simple searches that are suited to the topic.

TEACHING METHODOLOGY

The course consists of:  
- 2 hours per week of theory class (large group) where the teacher presents content.
- 2 hours per week of laboratory class (small group) where evaluable group activities are proposed and performed.
LEARNING OBJECTIVES OF THE SUBJECT

The fundamental objective of the Information Technology course is to learn to program in a high-level language, and implement programs to solve problems in science and technical areas.

To pass the course, students should be able to:
- Understand the basic concepts associated with computer hardware and software: the structure of computers and operating systems.
- Understand the fundamental concepts of computer programming.
- Develop skills in using basic tools and techniques of programming: algorithms and programs.
- Develop the capacity of abstraction in the use of programming schemes to solve real problems.
- Design well-structured and readable programs.
- Conduct a programming project of average complexity.

STUDY LOAD

<table>
<thead>
<tr>
<th>Type</th>
<th>Hours</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Self study</td>
<td>90,0</td>
<td>60.00</td>
</tr>
<tr>
<td>Hours small group</td>
<td>30,0</td>
<td>20.00</td>
</tr>
<tr>
<td>Hours large group</td>
<td>30,0</td>
<td>20.00</td>
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</tbody>
</table>

Total learning time: 150 h

CONTENTS

1. Introduction to Programming

Description:
1.1. Fundamental definitions
1.2. Problem Solving Cycle with the Computer
1.3. Functional Structure of the Computer
1.4. Primitive Instructions

Related activities:
Activity 1: Problems about primitive statement, variables, and expressions (Activity-0)
Activity 4: Questionnaires
Activity 5: Control 1

Full-or-part-time: 10h
Theory classes: 2h
Laboratory classes: 2h
Self study: 6h
2. Variables, data types and expressions

**Description:**
- 2.1. Variables
- 2.2. Data Types
- 2.3. Expressions

**Related activities:**
- Activity 1: Problems about primitive statement, variables, and expressions (Activity-0)
- Activity 4: Questionnaires
- Activity 5: Control 1

**Full-or-part-time:** 25h 15m
- Theory classes: 4h
- Laboratory classes: 5h 15m
- Self study: 16h

3. Control Statements and functions

**Description:**
- 3.1. Sequential Construction
- 3.2. Conditional Construction
- 3.3. Iterative Construction
- 3.4. Functions

**Related activities:**
- Activity 2: Problems of control structures, functions, sequences and iterative schemes (Activity-1)
- Activity 4: Questionnaires
- Activity 5: Control 1
- Activity 7: Control 2

**Full-or-part-time:** 28h 15m
- Theory classes: 4h
- Laboratory classes: 5h 15m
- Guided activities: 1h
- Self study: 18h

4. Sequences and Iterative Schemes

**Description:**
- 4.1. Sequence Schemes
  - 4.1.1. Linear Scheme
  - 4.1.2. Search Scheme
- 4.2. Generic Sequences
- 4.3. Data Flows

**Related activities:**
- Activity 2: Problems of control structures, functions, sequences and iterative schemes (Activity-1)
- Activity 4: Control 1
- Activity 6: Making a stage of the activity 6 corresponding to practices

**Full-or-part-time:** 25h 45m
- Theory classes: 6h
- Laboratory classes: 3h 45m
- Guided activities: 1h
- Self study: 15h
### 5. Lists

**Description:**
- 5.1. Sequences, Lists and Strings
  - 5.1.1. Lists
  - 5.1.2. Strings
- 5.2. Schemes on lists
  - 5.2.1. Linear scheme
  - 5.2.2. Search scheme
- 5.3. Lists and functions
  - 5.3.1. Pass parameters with lists
  - 5.3.2. Multiple return of functions

**Related activities:**
- Activity 3: Problems about list and string with iterative schemes (Activity-2)
- Activity 4: Questionnaires
- Activity 6: Finishing the activity 6 corresponding to practices
- Activity 7: Control 2

**Full-or-part-time:** 6h
Theory classes: 6h

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### 6. Arrays

**Description:**
- 6.1. Arrays
- 6.2. Schematics on arrays
  - 6.2.1. Route scheme
  - 6.2.2. Search scheme

**Related activities:**
- Activity 3: Arrays problems with iterative schemes (Activity-2)
- Activity 4: Questionnaires
- Activity 6: Assignment of activity 6 that corresponds to the practices
- Activity 7. Control 2

**Full-or-part-time:** 21h 45m
Theory classes: 4h
Laboratory classes: 1h 45m
Guided activities: 2h
Self study: 14h

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### 7. Modular design and problem solving

**Description:**
- 7.1. Design and use of modules
- 7.2. Identifier visibility

**Related activities:**
Activity 6: Completion of activity 6 that corresponds to the practices

**Full-or-part-time:** 20h 45m
Theory classes: 2h
Laboratory classes: 1h 45m
Self study: 17h
1. PROBLEMS ABOUT PRIMITIVE INSTRUCTIONS, VARIABLES AND EXPRESSIONS (Activity-0)

Description:
Solve a problem of the topic in course, in the classroom. The problem will be chosen at random from a list proposed by teachers. Individual activity.

Specific objectives:
At the end of the activity, the student should be able to:
- Know primitive instructions of the programming language studied.
- Run a simple program manually and show how input/output channels and memory have changed.
- Know the data types of the studied programming language and the basic operations they have defined.
- Know how to build correct expressions combining different types and operations.
- Know how to evaluate expressions combining different types and operations.

Material:
List of problems available at Atenea.

Delivery:
Solution of the problem given by the student.
The sum of activities represents the 15% of the final grade.

Related competencies:
- CE3. Fundamental knowledge of use and programming of computer, operating systems, database and informatic programs with application in engineering.
- 06 URI N1. EFFECTIVE USE OF INFORMATION RESOURCES - Level 1. Identifying information needs. Using collections, premises and services that are available for designing and executing simple searches that are suited to the topic.
- 07 AAT N1. SELF-DIRECTED LEARNING - Level 1. Completing set tasks within established deadlines. Working with recommended information sources according to the guidelines set by lecturers.

Full-or-part-time: 0h 15m
Laboratory classes: 0h 15m
2. PROBLEMS OF CONTROL STRUCTURES, FUNCTIONS, SEQUENCES AND ITERATIVE SCHEMES (Activity-1)

Description:
Solve a problem of the topic in course, in the classroom. The problem will be chosen at random from a list proposed by teachers. Individual activity.

Specific objectives:
At the end of the activity, the student should be able to:
- Know control statements in the programming language studied.
- Trace a program that contains control statements and understand what it does.
- Know when to use a control statement.
- Know how to define and specify functions
- Build correct programs with variables, expressions, functions and control structures.

Material:
List of problems available at Atenea.

Delivery:
Solution of the problem given by the student.
The sum of activities represent the 15% of the final grade.

Related competencies:
- CE3. Fundamental knowledge of use and programming of computer, operating systems, data base and informatic programs with application in engineering.
06 URI N1. EFFECTIVE USE OF INFORMATION RESOURCES - Level 1. Identifying information needs. Using collections, premises and services that are available for designing and executing simple searches that are suited to the topic.
07 AAT N1. SELF-DIRECTED LEARNING - Level 1. Completing set tasks within established deadlines. Working with recommended information sources according to the guidelines set by lecturers.

Full-or-part-time: 0h 15m
Laboratory classes: 0h 15m
3. PROBLEMS ABOUT LISTS AND STRINGS WITH ITERATIVE SCHEMES (Activity-2)

**Description:**
Solve a problem of the topic in course, in the classroom. The problem will be chosen at random from a list proposed by teachers. Individual activity.

**Specific objectives:**
At the end of the activity, the student should be able to:
- Knowing the implementation of the sequences in the programming language studied.
- Create, access and modify a sequence implemented as a list or as a string.
- Apply iterative travel and search schemes on sequences in lists or strings.
- Write correct programs that use iterative schemes on any sequence.

**Material:**
List of problems available at Atenea.

**Delivery:**
Solution of the problem given by the student.
The sum of activities represent 15% of the final grade.

**Related competencies:**
- CE3. Fundamental knowledge of use and programming of computer, operating systems, data base and informatic programs with application in engineering.
- 06 URI N1. EFFECTIVE USE OF INFORMATION RESOURCES - Level 1. Identifying information needs. Using collections, premises and services that are available for designing and executing simple searches that are suited to the topic.
- 07 AAT N1. SELF-DIRECTED LEARNING - Level 1. Completing set tasks within established deadlines. Working with recommended information sources according to the guidelines set by lecturers.

**Full-or-part-time:** 0h 15m
Laboratory classes: 0h 15m

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4. QUESTIONARIS

**Description:**
Completion of self-assessed questionnaires (Atenea) to check up the subject comprehension.

**Material:**
Self-assessed questionnaires available at Atenea.
Collection of problem statements.
Laboratory manual available at Atenea.

**Delivery:**
Students may complete each questionnaire along a deadline. All questionnaires are online.
The whole set of questionnaires contributes 5% in the final grade.

**Full-or-part-time:** 0h 45m
Laboratory classes: 0h 45m
5. CONTROL 1

Description:
Individual test which includes the first three issues of the course, consisting of solving a number of problems by hand.

Specific objectives:
At the end of the activity, the student must have achieved the specific objectives of topics covered by the exam.

Material:
Exam questions.

Delivery:
Solutions of the exam questions given by the student.
Control 1 represents 20% of the final grade.

Related competencies:
CE3. Fundamental knowledge of use and programming of computer, operating systems, data base and informatic programs with application in engineering.
06 URI N1. EFFECTIVE USE OF INFORMATION RESOURCES - Level 1. Identifying information needs. Using collections, premises and services that are available for designing and executing simple searches that are suited to the topic.
04 COE N1. EFFICIENT ORAL AND WRITTEN COMMUNICATION - Level 1. Planning oral communication, answering questions properly and writing straightforward texts that are spelt correctly and are grammatically coherent.
07 AAT N1. SELF-DIRECTED LEARNING - Level 1. Completing set tasks within established deadlines. Working with recommended information sources according to the guidelines set by lecturers.

Full-or-part-time: 2h
Guided activities: 2h
6. PRACTICES

Description:
Activity in group (or individual if it is done in a non-presential way). If it is done in presential way, couples will be formed and these couples will be rotating, ie, for each practice couples should be different.

Presentation of a series of programs that solve problems of medium complexity in the mathematics area. The solving process will be in the classroom lab.

Specific objectives:
At the end of the activity, the student should be able to:
- Prove that he/she has achieved all of the course objectives.
- Show his/her capacity for teamwork.
- Knowing how to explain in a written or oral, the criteria applied when designing and implementing his/her project.

Material:
Collection of problem statements.
Laboratory manual available at Atenea.

Delivery:
For each problem there will be an online delivery which will be evaluated both in person as online, from the documentation submitted. Completion is mandatory.
The whole set of problems contribute 30% in the final grade.

Related competencies :
06 URI N1. EFFECTIVE USE OF INFORMATION RESOURCES - Level 1. Identifying information needs. Using collections, premises and services that are available for designing and executing simple searches that are suited to the topic.
05 TEQ N1. TEAMWORK - Level 1. Working in a team and making positive contributions once the aims and group and individual responsibilities have been defined. Reaching joint decisions on the strategy to be followed.
04 COE N1. EFFICIENT ORAL AND WRITTEN COMMUNICATION - Level 1. Planning oral communication, answering questions properly and writing straightforward texts that are spelt correctly and are grammatically coherent.
07 AAT N1. SELF-DIRECTED LEARNING - Level 1. Completing set tasks within established deadlines. Working with recommended information sources according to the guidelines set by lecturers.

Full-or-part-time: 36h
Laboratory classes: 6h
Self study: 30h


7. CONTROL 2

Description:
Individual test which includes all of the course topics, consisting of solving a number of problems by hand.

Specific objectives:
At the end of the activity, the student must have achieved the specific objectives of topics covered by the exam.

Material:
Exam questions.

Delivery:
Solutions of the exam questions given by the student.
Control 2 represents 30% of the final grade.

Related competencies:
- CE3. Fundamental knowledge of use and programming of computer, operating systems, database and informatic programs with application in engineering.
- 06 URI N1. EFFECTIVE USE OF INFORMATION RESOURCES - Level 1. Identifying information needs. Using collections, premises and services that are available for designing and executing simple searches that are suited to the topic.
- 04 COE N1. EFFICIENT ORAL AND WRITTEN COMMUNICATION - Level 1. Planning oral communication, answering questions properly and writing straightforward texts that are spelt correctly and are grammatically coherent.
- 07 AAT N1. SELF-DIRECTED LEARNING - Level 1. Completing set tasks within established deadlines. Working with recommended information sources according to the guidelines set by lecturers.

Full-or-part-time: 2h
Guided activities: 2h

GRADING SYSTEM

AC = Grade from Activity 1 (Unit 3) and Activity 2 (Units 5 and 6)
QU = Grade from activity 4.
PR = Grade from activity 6.
C1 = Grade from activity 5.
C2 = Grade from activity 7.
Final Grade = max(50% C2, 20% C1 + 30% C2) + 5% QU + 15% AC + 30% PR
The re-evaluation contains the C2 test.
137/5000
- The C2 control is a global final test, weighted in the manner described.
- The re-evaluation test is equivalent to the C2 test.

EXAMINATION RULES.

Activities 1, 2, 3 are individual activities.

Activity 4 (Questionnaires) is a series of self-assessed questionnaires that the student solves online and individually.

Activity 6 (Practices) consists of several programs that solve problems of increasing difficulty must be delivered. These problems are solved individually or in pairs. For each problem there is scheduled an online delivery. The teacher can ask students for an explanation of the work presented, and take into account their response to qualify the work.
BIBLIOGRAPHY

Basic:

RESOURCES

Hyperlink:
- http://jutge.org/. Virtual Learning Environment for Computer Programming