

## UNIVERSITY OF MITROVICA "ISA BOLETINI"

| Course Curriculum Model (Syllabus) |  |                       |  |  |
|------------------------------------|--|-----------------------|--|--|
|                                    |  |                       |  |  |
| Fakulty:                           | Faculty of Mechanical and Computer Engineering |                       |  |  |
| Department:                        | Computer Science and Engineering               |                       |  |  |
| Level:                             | VI   |                       |  |  |
| Code of the course:                | 201-CSE  |                       |  |  |
| Course:                            | COMPUTING II                                   |                       |  |  |
| Course Status:                     | Obligatory                                     | (mandatory)           |  |  |
| Semester:                          | III  | (autumn)              |  |  |
| Number of hours per                | 3+2  |                       |  |  |
| week:                              |  |                       |  |  |
| ECTS:                              | 6  |                       |  |  |
| Time / location:                   |  |                       |  |  |
| Year of studies:                   | II   |                       |  |  |
| Lecturer:                          | Prof. Ass. Dr. Muzfer Shala                    |                       |  |  |
| Assistent:                         | MSc. Agon Bajgora                              |                       |  |  |
| Contact details:                   | Lecturer                                       | Assistant             |  |  |
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|         | On this course about C# Programming student will continue with the most complicated concepts of the             |  |  |
|---------|---|--|--|
| Content | basics of programming, where more specifically are reviewed: data structures and implementation with C#         |  |  |
|         | and in the .NET platform. Further we look into linear data structures and their implementation in .NET          |  |  |
|         | Framework, list structures, linked list, dynamic self-stretching array, stack, tail, deck, trees, binary trees, |  |  |
|         | balanced trees, black and red trees, B-trees, graphs, oriented, disoriented and weighed graphs. The study of    |  |  |
|         | the classic algorithms for crawling tree-like structure data will be done: breadth first search (BFS),          |  |  |
|         | depth-first search (DFS) and some algorithms on graphs. Then we review the data structure dictionary,           |  |  |
|         | associative array and multitude and their implementations in .NET. The special attention will be payed to       |  |  |
|         | the hashtables and their implementations, we study some algorithms for hashing, resolving collisions and        |  |  |
|         | some specifics with hashtables in .NET and C#. Will be done the comparison of the basic data structures in      |  |  |
|         | programming and analyze their effectiveness in terms of basic operations such as searching, inserting,          |  |  |
|         | deleting, etc. We look into important concepts of object-oriented programming such as abstraction,              |  |  |
|         | encapsulation, inheritance and polymorphism. To the students are given the recommendations for writing          |  |  |
|         | quality programming code and for effective programming problem solving with focus on testing all                |  |  |
|         | possible scenarios, coming from the problem.  |  |  |
| Purpose | Intermediate problem solving and computer programming concepts, including algorithmic strategies,               |  |  |
|         | recursion, and effective design and use of data structures and application programming interfaces (APIs)        |  |  |
|         |   |  |  |
|         |   |  |  |
|         |   |  |  |

## Accessibi lity

Upon successful completion of this course, students will:

- 1. Identify and explain a programming development lifecycle, including planning, analysis, design, development, and maintenance.
- 2. Demonstrate a basic understanding of object-oriented programming by using structures and classes in software projects.
- 3. Use object-oriented programming techniques to develop executable programs that include elements such as inheritance and polymorphism.
- 4. Document and format code in a consistent manner.
- 5. Apply basic searching and sorting algorithms in software design.
- 6. Apply single- and multi-dimensional arrays in software.
- 7. Use a symbolic debugger to find and fix runtime and logical errors in software.
- 8. Demonstrate a basic understanding of programming methodologies, including object oriented, structured, and procedural programming.

9. Describe the phases of program translation from source code to executable code

## **Program**

| weeks               | Lecture                                  |  |
|---------------------|--|--|
| First week:         | Course Introduction                      |  |
| Second week:        | veek: Linear Data Structures             |  |
| Third week:         | Trees                                    |  |
| Fourth week:        | Graphs                                   |  |
| Fifth week:         | Dictionaries, Hash-Tables and Sets       |  |
| Sixth week:         | Data Structures and Algorithm Complexity |  |
| Seventh week:       | Object-Oriented Programming Principles   |  |
| Eighth week:        | Object-Oriented Programming Principles   |  |
| Ninth week:         | High-Quality Programming Code            |  |
| Tenth week:         | Lambda Expressions and LINQ              |  |
| Eleventh week:      | Methodology of Problem Solving           |  |
| Twelfth week:       | Sample Programming Exam – Topic #1       |  |
| Thirteenth<br>week: | Sample Programming Exam – Topic #2       |  |
| Fourteenth<br>week: | Sample Programming Exam – Topic #3       |  |
| Fifteenth week<br>: | Projects review                          |  |

## Literatu **Principal literature:** Fundamentals of Computer Programming with C#: Object-Oriented Programming, Data Structures, re by Svetlin Nakov, Vesselin Kolev, Nakov's Team **Recommended Literature:** Teaching Lecture Flipped classroom methodo Discussion logy Group work Exercises Homework Real world projects Contribution to student workload (which should correspond to student learning outcomes - 1 ECTS credit = 25 hours) **Activity Hours** Days/weeks Total Lectures 3 15 45 1 Exercise sessions (with TA) 15 15 Practical work 1 15 15 Office hours 0 0 0 Fieldwork 0 0 0 Midterms, seminars 0 0 0 2 Homework 15 30 Self-study 1 15 15 Final exam preparation 1 15 15 Time spent in exams 2 2 4 11 Projects, presentations, etc 11 Total 150 Evaluati on **Teaching methodology:** (according to the Statute and Regulation for studies of UMIB) Tests / Colloquia Practical test during exercises 30% 20% **Projects** Work in the classroom 20% 30% Final exam

| (Name Surname) |
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|                |
| (Signature)    |