計算機程式設計(Computer Programming) 課程教學大綱

授課教師		課程名稱		部別		學制		是否全英文上課	
溫演福		計算機程式設計(Computer Programming)		日間部		大學部		否	
年級	_	班級		學分	3	時數	3小時	必選修	選修
課程目標	This is a course focus on how to program in C# that will introduce several programming concepts. These concepts include:								
	週次		上	課章節或內	容			Assign	ment
	1	Course Introduction Introduction to Computers, the Internet and the Web							
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教學內容 及進度		Program Control (part Introduction, Repet	tition Enent, fo	ssentials, Cou	ement: Notes and Observations,			Account checksum	
	5	Program Control (part switch Multiple-So Statement, break Confusing Equalit	election and c	ontinue Sta	tements	s, Logical Op	erators,		

		C# Functions (Part I)			
		Introduction, Program Modules in C#, Math Library Functions,			
	6	Functions, Function Definitions, Function Prototypes, Function Call	Guess number		
		Stack and Activation Records, Headers, Calling Functions:			
		Call-by-Value and Call-by-Reference			
		C# Functions (Part II)			
		Random Number Generation, Example: A Game of Chance,			
	7	Storage Classes, Scope Rules, Recursion, Example Using			
		Recursion: Fibonacci Series, Recursion vs. Iteration			
	8	C Arrays	Errand assignment		
	9	Midterm Exam			
		Pointers (Part I)			
	1.0	Pointer Variable Definitions and Initialization, Pointer Operators,	Garin		
	10	Passing Arguments to Functions by Reference, Using the const	String operation		
-		Qualifier with Pointers, Sizeof Operator			
		Pointers (Part II)			
	11	Pointer Expressions and Pointer Arithmetic, Relationship			
	11	between Pointers and Arrays, Arrays of Pointers, Case Study:			
		Card Shuffling and Dealing Simulation, Pointers to Functions			
	12	Characters and Strings (Part I)			
	13	Characters and Strings (Part II)	TBD		
		C# Formatted Input/output (Part I)			
	14	Streams, Formatting Output with printf, Printing Integers, Printing			
		Floating-Point Numbers, Printing Strings and Characters			
		C# Formatted Input/output (Part II)			
	15	Other Conversion Specifies, Printing with Field Widths and	TBD		
	10	Precision, Using Flags in the printf Format Control String, Printing			
		Literals and Escape Sequences, Reading Formatted Input with scanf			
	16	File Processing (Part I)			
	17	File Processing (Part II)			
	18	Final Exam (Program contest)	Programming contest		
		」頭講授 □放錄影帶 □田野調查 ■其他 (上課講義	之補充)		
教學活動		上幻燈機 ■分組討論 ■上機實習 (含各項教學活動之	上說明)		
	□放	投影機 □實地參觀 ■實務演練			

教 材	"Visual C# 2008 how to program (3rd)", by Harvey & Paul) Deitel & Associates, Prentice Hall
參考書籍	"Visual C# 2008 How to Program Solution Manual CSDN", by Deitel&Deitel, Prentice Hall
補救教學	本課程容入線上教學,學生除了可以透過討論區、E-Mail 之外,也可以透過 Skype 直接討論。
作業繳交	
評量方式	■出缺席(%) ■平時作業(60%) □平時考(%) ■期中考(20%) □期中報告(%) □其他 (%) □期末考(%) ■期末報告(20%) (請填寫百分比)
教材數位 化格式與 比例	■有 ■ppt (簡報檔) (65%) ■AVI (影音檔) (10%) ■htm (網頁檔) (20%) ■前三項合計 (100%) □其他(%) (請填寫百分比) □無

制定日期: 99 年 1 月 12 日