

GRANDE PRAIRIE REGIONAL COLLEGE

DEPARTMENT OF COMPUTING, MATHEMATICS and STATISTICAL SCIENCES

Computer Programming for Engineers
 CS 1000 3.8 (3-0-1.5) UT, Winter Semester 2003

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This course is intended as a first programming course for engineers. Students are expected to become familiar with basic computer concepts and terminologies as well as to develop proficiency in C++ programming to solve engineering problems. By the end of the semester, students should have acquired a real appreciation (and insight) into the difficulties involved in defining instructions in a manner precise enough for the computer to execute. Each student is expected to design and develop several well-structured programs as solutions to given assignments of engineering problems. It is also expected that each student become familiar with certain features of PCs, Windows NT, and the Microsoft Visual C++ 6.0 compiler.

Text Books: *C++ How to Program fourth edition* by H.M. Deitel and P.J. Deitel. Prentice Hall, 2003. ISBN 0130384747. Overheads and sources used in the class are available through WebCT.

Labs: Scheduled labs will begin in the week of January 13, 2002. You need at least two (2) 3.5" HD or DD diskettes.

Late Assignment: An assignment turned in later than the due date will be penalized 10% of the total possible points for the assignment for each day late (excluding weekends and University holidays). No late assignment will be accepted after the assignment is graded and returned.

Marking:

Assignments:	25%
Quizzes:	14%
Midterm Exam:	25%
Final Exam:	36%