

5.00 credits

30.0 h + 30.0 h

Q1


This learning unit is not open to incoming exchange students!

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| Teacher(s) | Jodogne Sébastien ;Sadre Ramin ; |
| Language : | French |
| Place of the course | Charleroi |
| Prerequisites | <p><i>The prerequisite(s) for this Teaching Unit (Unité d'enseignement – UE) for the programmes/courses that offer this Teaching Unit are specified at the end of this sheet.</i></p> <p><i>The prerequisite(s) for this Teaching Unit (Unité d'enseignement – UE) for the programmes/courses that offer this Teaching Unit are specified at the end of this sheet.</i></p> |
| Main themes | <ul style="list-style-type: none"> - Introduction to Java: compilation, byte-code, virtual machine, primitive type, strings, tables - Abstract data types; - Linear and tree structures, and their applications; - recursive solution formulation and recursive algorithms; - reasoning technique: preconditions, postconditions, invariants - Notions of computational complexity and analysis of the temporal and spatial complexity of an algorithm; - Functional programming and higher order programming - Object-oriented modeling (inheritance, composition, reuse, polymorphism, class invariant); - Introduction to design patterns; - Program testing and validation methods. |
| Learning outcomes | <p>At the end of this learning unit, the student is able to :</p> <p>With regard to the AA reference of the program "Bachelor in Engineering Sciences, orientation civil engineer", this course contributes to the development, acquisition and evaluation of learning outcomes following:</p> <ul style="list-style-type: none"> - AA 1.2, 1.5 AA 1.2, - AA 2.4 1.2, - AA 4.3, 4.4, 4.5 1.5- - AA 5.1, 5.3 AA 2.4 <u>More specifically, at the end of the course, the student will be able to:</u> - - make a justified choice between several representations of information and several algorithms to process them, AA 4.3, - design (fragments of) programs in a functional style, 4.4, - reasoning about (fragments of) programs: complexity of algorithms and efficiency of programs 4.5 implementing them, recursive reasoning, - - apply object-oriented modeling principles, AA 5.1, - design and apply methods for testing a program, 5.3 - design a simple parallel program <p>Students will have developed methodological and operational skills. In particular, they will have developed their ability to:</p> <ul style="list-style-type: none"> - Analyze a medium-sized problem, propose a computer solution to solve it and implement it in the Java language. |
| Evaluation methods | <p>An exam on INGINious takes place at the end of the term. The aim of this exam is to verify not only knowledge of the material, but also the ability to apply the acquired knowledge to write programs.</p> <p>An optional individual quiz is held halfway through the term, counting for a maximum of two points in the final course grade, and only if it is to the benefit of the student. The use of generative AI tools and any collaboration is strictly prohibited during this quiz.</p> <p>The final grade is calculated using the formula: $\text{final_grade_out_of_20} = \max(\text{quiz_out_of_2} + \text{exam_out_of_18}, \text{exam_out_of_20})$. The points obtained for the quiz will be retained for the August session.</p> <p>In case of suspected plagiarism (for example, detected using a plagiarism tool), the course instructors reserve the right to ask the student to take an oral examination on the quiz or the exam.</p> |

Programmes containing this learning unit (UE)

| Program title |
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