

School of Communication / New Media and Communication Systems

2024 - 2025 Academic Year

INTRODUCTION to CODING

Syllabus

Course Description					
Name	Code	Semester	T+A Hour	Credit	ECTS
INTRODUCTION to CODING	YMI3111978	Fall Semester	1+2	2	5
Prerequisites Courses					
Recommended Elective Courses					
Language of Instruction	Turkish				
Course Level	First Cycle (Bachelor's Degree)				
Course Type	Elective				
Course Coordinator	Assist.Prof. Doğa ÇÖL				
Name of Lecturer(s)	Assist.Prof. Doğa ÇÖL				
Assistant(s)					
Aim	This course aims to teach the basic concepts of programming to those who do not know a programming language but want to learn it and to create an infrastructure. The training is organized independently of any programming language, focusing only on the basic concepts of programming. In this sense, an example has been developed on concepts with many programming languages. Thus, the student will not be tied to a specific language and will have a substructure for the languages they will learn next. In the applications, examples of the most popular languages of today's programming languages will be given. Thus, it is shown that although the writing styles of different languages are different (syntax) approach to basic programming concepts is the same. However, this education is not an education that teaches these languages. After receiving this training, the student will decide on his own which programming language to learn in-depth. In training, basic concepts were also tried to be explained by using visual code blocks. During the training, many examples are made; the narrations go through the applications.				
Course Content	This course contains; Overview of Programming Basics, Algorithms, Variables, Lists-Arrays, Loops, Conditions, Graphics, Procedures and Functions, Object Oriented Programming Concepts, Application, Application, Application, Application, Application.				
Course Learning Outcomes			Teaching Methods	Assessment Methods	
Uses basic programming language			10, 16, 6, 9	E, F	
Uses programming from the perspective of Media and Visual Arts			10, 16, 6, 9	E, F	
Solves problems with programming			10, 16, 6, 9	E, F	
Master certain coding languages.			11, 2, 9	E	
Understands the basic concepts of coding and applies them to their work.			10, 11, 2, 9	A, E	
Teaching Methods	10: Discussion Method, 11: Demonstration Method, 16: Question - Answer Technique, 2: Project Based Learning Model, 6: Experiential Learning, 9: Lecture Method				
Assessment Methods	A: Traditional Written Exam, E: Homework, F: Project Task				
Lecture Schedule					
Sequence	Topics	Preliminary Preparation			
1	Overview of Programming Basics				
2	Algorithms	Watching the relevant part of the given resource			
3	Variables	Watching the relevant part of the given resource			
4	Lists-Arrays	Reading the relevant section of the given source			
5	Loops	Watching the relevant part of the given resource			
6	Conditions	Watching the relevant part of the given resource			
7	Graphics	Watching the relevant part of the given resource			
8	Procedures and Functions	Homework			
9	Object Oriented Programming Concepts	Watching the relevant part of the given resource			
10	Application	Homework			
11	Application	Homework			
12	Application	Homework			
13	Application	Preparation for the final project			
14	Application	Preparation for the final project			
Evaluation Methods		Weight(%)			
Midterm Exam		40			
General Exam		60			

Resources

Zafer Demirkol - XML (eXtensible Markup Language) publication date Jan 4, 2002 Pusula Yayıncılık
 Zafer Demirkol - ASP.NET
<https://www.youtube.com/@JesseShowalter>
<https://www.youtube.com/@PaytonClarkSmith>