



Course guide

820090 - PRE - Programming for Engineers

Last modified: 27/05/2024

Unit in charge: Barcelona East School of Engineering
Teaching unit: 723 - CS - Department of Computer Science.

Degree: BACHELOR'S DEGREE IN BIOMEDICAL ENGINEERING (Syllabus 2009). (Optional subject).
BACHELOR'S DEGREE IN CHEMICAL ENGINEERING (Syllabus 2009). (Optional subject).
BACHELOR'S DEGREE IN ELECTRICAL ENGINEERING (Syllabus 2009). (Optional subject).
BACHELOR'S DEGREE IN ENERGY ENGINEERING (Syllabus 2009). (Optional subject).
BACHELOR'S DEGREE IN INDUSTRIAL ELECTRONICS AND AUTOMATIC CONTROL ENGINEERING (Syllabus 2009). (Optional subject).
BACHELOR'S DEGREE IN MECHANICAL ENGINEERING (Syllabus 2009). (Optional subject).
BACHELOR'S DEGREE IN MATERIALS ENGINEERING (Syllabus 2010). (Optional subject).

Academic year: 2024 **ECTS Credits:** 6.0 **Languages:** Catalan, Spanish

LECTURER

Coordinating lecturer: JAVIER FARRERES DE LA MORENA - FERRAN JUAN BARUEL

Others: Primer quadrimestre:
JAVIER FARRERES DE LA MORENA - T11, T12
FERRAN JUAN BARUEL - T11, T12

PRIOR SKILLS

This is a second programming course. Preferrably it is desirable that the students have acquired already the basic programming habilities (done in Informàtica Q1).

DEGREE COMPETENCES TO WHICH THE SUBJECT CONTRIBUTES

Specific:

1. Understand the basics behind the use and programming of PCs, operating systems, databases and software with applications in engineering.

Transversal:

2. EFFECTIVE USE OF INFORMATION RESOURCES - Level 3. Planning and using the information necessary for an academic assignment (a final thesis, for example) based on a critical appraisal of the information resources used.

TEACHING METHODOLOGY

There are weekly one theory session and one practice session in computer laboratory. In paralel the studends will propose and develop a project. Some practice sessions along the course will be devoted to the proposal. Collaborative learning. Project based learning (PBL).

LEARNING OBJECTIVES OF THE SUBJECT

Learning objectives:

1. Analyzing complex problems by means of mecanisms or reduction to smaller problems.
2. Introducing the student to the use of abstract data types.
3. Introducing the student to Object Oriented Programming.
4. Introducing the student to Event Oriented Programming and development of applications with graphical interface (GUI)



STUDY LOAD

Type	Hours	Percentage
Hours small group	30,0	20.00
Hours large group	30,0	20.00
Self study	90,0	60.00

Total learning time: 150 h

CONTENTS

Introduction

Description:

Tasks and evaluation method is explained.

Full-or-part-time: 10h

Theory classes: 2h

Laboratory classes: 4h

Self study : 4h

Analysis and life cycle

Description:

-

Full-or-part-time: 6h

Theory classes: 2h

Self study : 4h

Application design

Description:

Diverse methodologies of application design are explained and practiced.

Specific objectives:

Diseño descendente

Diseño modular

Diseño orientado a objetos

Diseño modular

Full-or-part-time: 36h

Theory classes: 14h

Laboratory classes: 2h

Self study : 20h



Abstract data types

Description:

-

Full-or-part-time: 6h

Theory classes: 2h

Self study : 4h

Programming in graphic environment

Description:

.

Full-or-part-time: 20h

Laboratory classes: 10h

Self study : 10h

-

Description:

-

Full-or-part-time: 8h

Theory classes: 4h

Laboratory classes: 4h

(ENG) Desarrollo

Description:

-

Full-or-part-time: 64h

Theory classes: 10h

Laboratory classes: 10h

Self study : 44h

GRADING SYSTEM

The subject is valued in successive deliverables of a project the student develops along the course. The various deliverables and their weights are the following:

Visual Design 15%

Competency Work 15%

Object Oriented Design 20%

Portfolio 20%

Final Project 40%

EXAMINATION RULES.

There is no final exam.



BIBLIOGRAPHY

Basic:

- Yourdon, Edward. Techniques of program structure and design. Englewood Cliffs, NJ: Prentice-Hall, 1975. ISBN 013901702X.
- Parnas, D. L. "On the criteria to be used in decomposing systems in modules". Communicatio of the ACM [on line]. [Consultation: 22/04/2020]. Available on: <https://doi-org.recursos.biblioteca.upc.edu/10.1145/361598.361623>.
- Summerfield, Mark. Rapid GUI programming with Python and Qt : the definitive guide to PyQt programming. Upper Saddle River, NJ: Prentice Hall, 2007. ISBN 9780132354189.
- Matthes, Eric. Python Crash Course : a hands-on, project-based introduction to programming [on line]. San Francisco: No Starch Press, 2016 [Consultation: 09/06/2020]. Available on: <https://ebookcentral.proquest.com/lib/upcatalunya-ebooks/detail.action?docID=4503145>. ISBN 9781593277390.