

The version you're consulting is not final. This course description may change. The final version will be published on 1st June.

5.00 credits

30.0 h + 30.0 h

Q1

This learning unit is not open to incoming exchange students!

Language :	French Charleroi 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. 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. 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; 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.				
Place of the course					
Prerequisites					
Main themes					
Learning outcomes	 At the end of this learning unit, the student is able to : 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: AA 1.2, 1.5 AA 2.4 AA 2.4 AA 5.1, 5.3 2.4 More specifically, at the end of the course, the student will be able to: make a justified choice between several representations of information and several algorithms to process them, design (fragments of) programs in a functional style, reasoning about (fragments of) programs: complexity of algorithms and efficiency of programs implementing them, recursive reasoning, aA - apply object-oriented modeling principles, 5.1, - design and apply methods for testing a program, casing a simple parallel program Students will have developed methodological and operational skills. In particular, they will have developed their ability to: Analyze a medium-sized problem, propose a computer solution to solve it and implement it in the Java language. 				

Evaluation methods	 An exam on INGInious takes place at the end of the term. The aim of this exam is to verify not or knowledge of the material, but also the ability to apply the acquired knowledge to write programs. 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 an collaboration is strictly prohibited during this quiz. The final grade is calculated using the formula: final_grade_out_of_20 = max(quiz_out_of_2 exam_out_of_18, exam_out_of_20). The points obtained for the quiz will be retained for the Augu session. In case of suspected plagiarism (for example, detected using a plagiarism tool), the course instructor reserve the right to ask the student to take an oral examination on the quiz or the exam. 			
Teaching methods	The teachers will present the material in a traditional classroom setting, using the textbook entitled "Programming Concepts in Java". For each topic covered, exercises are continuously available on the INGInious platform, allowing the application of theoretical concepts. During the practical sessions, assistants or tutors will be present to support and guide the students. Each student is fully responsible for his or her own learning. To succeed in the computer exam, it is essential for students to practice Java on a regular basis using the IntelliJ tool.			
Content	 This teaching unit focuses on: 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; Introduction to parallelization: notion of threads and synchronization mechanisms. Students who have successfully completed this course will be able to: Design Java programs; Analyze programs according to their performance; Prove correctness of programs using invariants; Apply the principles of object-oriented programming such as genericity, abstraction, composition, and reuse; Design and implement variants of the algorithms studied in high-quality Java programs; Design tests for programs; Design tests for programs; Design functional programming approaches to solve small algorithmic problems; Use design patterns; Design simple parallel programs with synchronization mechanisms. 			
Inline resources	https://pschaus.github.io/book_lepl1402/ (for the lecture notes) https://moodle.uclouvain.be/course/view.php?id=3831 (Moodle for communication with the students and for the slides) https://inginious.info.ucl.ac.be/course/LEPL1402 (for the exercises)			
Faculty or entity in charge	SINC			

Programmes containing this learning unit (UE)						
Program title	Acronym	Credits	Prerequisite	Learning outcomes		
Bachelor in Computer Science	SINC1BA	5	LSINC1101	٩		