



# 南京航空航天大学

Nanjing University of Aeronautics and Astronautics

## Syllabus

Course No.	1900730W	College	Science	Dept.	Computer Science
Teacher	Kai Liu				
Time	2022.06.28—2022.07.15				
Course Name	English	Introduction to Computer Science			
Course credits hours	Total	Theory	Office Hour or Practice	Credits	
	70	60	10	12.0	
<b>Course description :</b> This first course in computer science develops foundational skills in computer programming using the Java programming language. The course is suitable for mathematics and physical science majors, and others interested in a rigorous introduction. It is also the first course in the computer science concentration. The course will introduce the process of developing algorithms to solve problems, and the corresponding process of developing computer programs to express those algorithms.					
<b>Requirements for courses: none</b>					
<b>Course structure explanation:</b> Make clear the necessary parts, optional parts, distribution of hours. Courses with experiments or practice are expected to explain credit hours needed, content, scheme and functions.					
Module 1 Course overview Programming in Scratch Programming in Java Procedural decomposition; simple methods Primitive data, types, and expressions					
Module 2 Simple conditional execution Definite loops Methods with parameters and return values					
Module 3 Using objects from existing classes More on conditional execution Indefinite loops					

Module 4

File processing

Object-oriented programming: simple collections of objects

Algorithm efficiency; intractable problems

Final report due

Final exam

**Forms of examination and requirements**

**Structure of the final grade(including presence, class performance, ), focus of exam, forms of exam(test, interview, final report, etc)**

The final score is composed by two parts: the final examination is 80%, homework and reports is 20%.  
Forms of evaluation is close-book exam.

<b>Textbook</b>	<b>Name</b>	<b>Publisher</b>	<b>Author</b>	<b>Year</b>	<b>Price</b>
	Building Java Programs: A Back to Basics Approach	Pearson	Stuart Reges, Martin Stepp	2008	