UCLouvain

Isinf1102

2017

Problem solving using computers

7 credits	30.0 h + 30.0 h	Q1
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Teacher(s)	Schaus Pierre ;				
Language :	French				
Place of the course	Louvain-la-Neuve				
Main themes	Problem analysis, programming methods, organisation methods and communication methods. Java programming				
Aims	Given the learning outcomes of the "Bachelor in Engineering" program, this course contributes to the development, acquisition and evaluation of the following learning outcomes: *S1.12 *S2.1, S2.2, S2.4 *S4.1, S4.2, S4.3 *S5.2, S5.3, S5.4, S5.5, S5.6 Students successfully completing this course will be able to: *analyze a specific problem situation requiring the development of a computer application and understand the role that this application will play; *design a computer application which meets the needs identified using object-oriented programming and justifying the design choice; *implement a computer application using wisely the elements of the Java language; *make an application of reduced scale, but correct, modular, readable, and well documented; *implement unit tests to validate the accuracy of a program; *use a programming environment like Eclipse with integrated programming tools as an intelligent editor, compiler, debugger, and tools for file management, testing, documentation. Students will have developed skills and operational methodology. In particular, they have developed their ability to: *contribute to the functioning of the group under active cooperative learning devices such project, explain the issues (advantages, disadvantages) of group work and give some operational ways to promote effective group work; *implement an approach to develop a computer application *understand a problem situation described through written documents, oral presentations and extract main elements and reformulate them in order to define the expected result; *e stablish the specifications and a roadmap for the project; *decompose the original problem into sub-problems that can be easily solved using a software tool; *s chematize the application architecture to provide a high-level description allowing any computer scientist to quickly perceive the structure; *document the application os that it can easily be adapted by another computer scientists who were not involved in its developed application;				

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Evaluation methods	January session • Project 1 - 3 points • Project 2 - 7 points • Project 3 - 10 points September session • Project 1 account if and only if it increases the note. P1 can not be redone. • Project 2 and 3 counting necessarily. P2 and 3 can be represented (extension required)
Content	The course content consists of problem-solving through computer science technologies. Each problem-solving phase will last 2 to 3 weeks.
Inline resources	http://icampus.uclouvain.be/claroline/course/index.php?cid=lsinf1102
Other infos	To take in parallel the course on "Programming introduction" LSINF1101
Faculty or entity in charge	INFO

Programmes containing this learning unit (UE)							
Program title	Acronym	Credits	Prerequisite	Aims			
Bachelor in Computer Science	SINF1BA	7		٩			