

木更津工業高等専門学校		開講年度	令和05年度 (2023年度)		授業科目	日本事情ⅡA	
科目基礎情報							
科目番号		j0760		科目区分		一般 / 必修（留学生）	
授業形態		講義		単位の種別と単位数		履修単位: 1	
開設学科		情報工学科		対象学年		3	
開設期		前期		週時間数		2	
教科書/教材							
担当教員		和崎 浩幸,SAPKOTA ACHYUT					
到達目標							
Its a bridge course for the foreign students(enrolled in the third year) so that they can be familiar with the contents learned by the first and second year students of KOSEN. This course is related to software part of the information engineering course.							
ルーブリック							
		Ideal Level		Standard Level		Unacceptable Level	
Basic Programming		Able to set a task and write a program.		Able to write a program for a given task.		Not able to write a program for a given task.	
Functions		Understand functions and able to explain to others.		Understand functions and able to use them.		Do not understand the functions.	
Pointers		Understand pointers and able to explain the relationship between pointers and memory to others.		Understand pointers and able to use them.		Do not understand the pointers.	
学科の到達目標項目との関係							
教育方法等							
概要		Understand the principles of software operation through actual programming. Mainly C language will be used.					
授業の進め方・方法		Classes will be focused on exercises to acquire programming skills. The handout will be provided.					
注意点		The content of this course overlaps with the content of "Programming Exercises IA and IB" of the second year students.					
授業の属性・履修上の区分							
<input type="checkbox"/> アクティブラーニング		<input type="checkbox"/> ICT 利用		<input type="checkbox"/> 遠隔授業対応		<input type="checkbox"/> 実務経験のある教員による授業	
授業計画							
		週	授業内容		週ごとの到達目標		
前期	1stQ	1週	Basic elements of programming i.e., sequencing, selection and iteration. Understand and master their use.		Able to explain sequencing, selection and iteration.		
		2週	Basic elements of programming i.e., sequencing, selection and iteration. Understand and master their use.		Able to explain sequencing, selection and iteration.		
		3週	Understand the difference between 1D and 2D arrays. Understand initialization and iteration over the elements of arrays.		Able to use an array.		
		4週	Learn about the generation of random numbers.		Able to work with random numbers.		
		5週	Learn about functions and understand the functions with and without return values.		Understand the functions.		
		6週	Learn about functions and understand the functions with and without return values.		Understand the functions.		
		7週	Learn about string handling techniques.		Able to handle strings.		
		8週	Integrated Programming		Able to write a program combining the features learned from 1st to 7th week.		
	2ndQ	9週	Understand the combined use of functions and arrays.		Able to handle the combinations of functions and arrays.		
		10週	Learn the basics of pointers.		Able to understand the basic concept of pointers.		
		11週	Learn about the relationship between functions and pointers.		Able to handle functions and pointers.		
		12週	Learn about the relationship between arrays and pointers.		Able to handle arrays and pointers.		
		13週	Learn the basics of structures.		Able to use structures.		
		14週	Learn about the relationship between structures and pointers.		Able to use structures in combination with pointers.		
		15週	Learn about files I/O to effectively carry out read, write and append operations.		Able to carry out file I/O operations.		
		16週	Summary		Able to explain an overview of the contents learned. Know the contents for continuous self-learning afterwards.		
評価割合							
			Assignments		合計		
総合評価割合			100		100		
Basic Proficiency			50		50		
Specialized Proficiency			50		50		