Tsuyama College			Year 2020						Course Title	ourse Title Robot Programming		
Course Information												
Course Co	ode	0125	25				Course Category		Specializ	Specialized / Elective		
Class Forr	nat	Lecture					Credits		Academi	Academic Credit: 2		
Departme	ent	Departr Techno System	nent logy E s Proc	ent of Integrated Science and ogy Electrical and Electronic Program			Student Grade		5th	5th		
Term	First Se	First Semester					Veek 2					
Textbook Teaching	and/or Materials	Textboo	k: Introduction to Numerical Calculation Method by C (Morikita Publishing									
Instructor	-	HOSOT	DTANI Kazunori									
Course Objectives												
Purpose of learning: Computer programming is required to implement various functions in robots. In this lecture, you will first learn the basics of programming, then learn numerical calculation methods for interpolation, numerical integration, simultaneous equations, and differential equations, and develop the programming skills necessary to solve simple engineering problems.												
Achievement goals* 1. To understand the concept of variables and data types. 2. To understand the concepts of assignments and operators. 3. To able to use a computer to solve problems related to numerical calculations.												
Rubric												
			Ideal Level		Standard Level		Acceptable Level			Unacceptable Level		
Achievem	nievement 1		Understand the concepts of variables and data types and use them to solve problems.			Understand the concepts of variables and data types, and find ways to solve problems.		Understand the concept of variables and data types.		oncept lata	Has not reached the level described in the columns on the left.	
Achievem	hievement 2		Jnderstand and master he concepts of assignments and operators.			Understand the concepts of assignments and operators, and find ways to solve problems.		Understand the concepts of assignments and operators.		oncepts nd	Has not reached the level described in the columns on the left.	
Achievement 3		Pro nui car api cor	Problems related to numerical calculations can be solved and applied using a computer.		Can use a co solve probler numerical ca	an use a computer to olve problems related to umerical calculations.		Understand the basics of solving problems related to numerical calculations using a computer.		Has not reached the level described in the columns on the left.		
Assigne	d Depar	tment O	biec	tives				1				
Teachin	a Metho	d										
Outline	General Require Founda Relatior knowlee Relatior (D)" are Class of lecture, simulat exampl analysis equatio basis of	General or Specialized : Specialized Field of learning : Energy / Measurement and Control Required, Elective, etc. : Elective must complete subjects Foundational academic disciplines : Engineering / Mechanical Engineering Relationship with Educational Objectives :This class is equivalent to "(2) Acquire basic science and technical knowledge and (3) Acquire deep foundation knowledge of the major subject area". Relationship with JABEE programs : The main goal of learning / education in this class are "(A) , also "(C), (D)" are involved. Class outline: Computer programming is indispensable for learning robot technology. In the first half of this lecture, you will learn the numerical calculation method required for robot programming using a dynamics simulator. In the middle stage, we will explain the basic grammar using an interpreted language with simple examples. Acquire basic knowledge for use as a tool for experimental data processing, control, and numerical analysis. In the second half, you will learn the numerical calculation methods of the items (nonlinear equations, interpolation, numerical integration, simultaneous equations, differential equations) that are the basis of engineering calculations.										
Style Class method: Present each calculation algorithm as an example and let them underst applied problem by improving the program. The programming language uses a MATL/ interpreter language. Grade evaluation method: Evaluation is performed by regular examination (60%) and Poteste will be conducted as processant.							stand by solving the LAB compatible nd exercises (40%).					
Notice		Precauti less tha This sul per crea these si Founda Comput enginee Related Attenda rememi is a quid minutes	Precautions on the enrollment : Robotics program applicants are required to take courses (absence hours are less than one-third of the prescribed class hours). This subject is a "subject that requires study outside of class hours". Classes are offered for 15 credit hours per credit, but 30 credit hours are required in addition to this. Follow the instructions of your instructor for these studies. Foundational subjects: Comprehensive science and engineering basics (1st year), Information literacy (1st), Computational science (3rd), Mechatronics I (3rd), Mechatronics II (4th), Robot control (4th), sensor engineering (4th), robot creative exercises (4th), robotics Introduction (4th), etc. Related subjects: specialized subjects in general (3rd) Attendance advice : The programming language is far much less than the language people use and is easy to remember in a short time. In order to use this word properly, it is necessary to learn programming style, so it is a quick way to improve by making many programs by yourself. Regarding lateness, if it is within 25 minutes of the start of class will be considered to be late, and 3 times late will be considered as 1 absence.									
Course Plan												
			Ther	me				Goa	ls			
1st Semeste r	1st Quarter	1st	Guid guid prac	lance of this s ance on meth tice room	subje nods,	ect, learning c explanation	ontent, of using the					
		2nd	Exercise by dynamic simulation: the concept of robot simulation			imulation: Ur imulation	nderstanding	Perf und calc calc	erform simulations using a physics engine to inderstand the importance of numerical alculations used in statics and kinetic alculations.			
		3rd	Exercise by dynamic simulation: Understant the concept of robot simulation					Solv	Solve problems related to mechanics using a physics engine and find solutions.			

			4th	Basic operation an using an interprete	d basic knowledg ed language [bas	e of programs ic data type]	Understand the basics of programming with MATLAB-compatible applications [basic data types].			
			5th	Basic knowledge o languages [input /	f programs using ' output]	interpreted	Understand the basics [input / output] of programming using MATLAB compatible applications.			
			6th	Data and operator [Handling of opera	s [Types of operations]	ators]	Understand data and operators [types of operators] [handling of operators].			
			7th	Programming that	applies operators	S	Programing by applying operators			
			8th	Mid-term exam (e conducting)	valuate by report	without				
			9th	Return the answer explain, exercise:	r to the mid-term Review of compu	test and ter exercises	Understand the contents of the first half exam			
			10th	Bifurcation and rep	petition [if statem	ient]	Understand bifurcation and repetition [if statements]			
			11th	Simultaneous linea (1)], Exercise: Cre for the LU decomp	ar equations [LU e eating and execut position method	decomposition ing a program	Understand the principle of the LU decomposition method and its characteristics, and be able to create and execute the desired program.			
	2nd Ouarte	r	12th	Numerical interpol interpolation, curv	ation method [Sp e fitting, FFT]	bline	Create and execute programs for numerical interpolation methods [spline interpolation, curve fitting, FFT]			
			13th	Numerical interpol interpolation, curv	ation method [Sp e fitting, FFT]	bline	Create and execute programs for numerical interpolation methods [spline interpolation, curve fitting, FFT]			
			14th	Solving nonlinear od dichotomy, Newto	equations [fixed p n's method]	point method,	Create and execute programs for solving nonlinear equations [fixed point method, dichotomy, Newton's method]			
			15th	Exam						
			16th	Return of the exar	n and explanation	n of answers				
Evaluati	on Me	etho	od and V	Veight (%)						
	E		mination	Presentation	Mutual Evaluations between students	Behavior	Report	Other	Total	
Subtotal	ubtotal 6			0	0	0	40	0	100	
Basic Proficiency		0		0	0	0	0	0	0	
Specialized Proficiency		60		0	0	0	40	0	100	
Cross Area Proficiency		0		0	0	0	0	0	0	