COURSE OUTLINE

1. GENERAL

SCHOOL:	Engineering				
ACADEMIC UNIT:	Industrial Design and Production Engineering				
LEVEL OF STUDIES:	Undergraduate				
COURSE CODE:	1003	003 SEMESTER 1			
COURSE TITLE:	Computer Programming				
INDEPENDENT TEACHING ACTIVITIES		WEEKLY TEACHING HOURS		ECTS CREDITS	
	Th	eory (Lectures)	3		3
Laboratory		1		2	
			4		5
COURSE TYPE:	General know	wledge			
PREREQUISITES COURSES:	No				
LANGUAGE OF INSTRUCTION and	Greek				
EXAMINATIONS:					
IS THE COURSE OFFERED TO	Yes				
ERASMUS STUDENTS					
COURSE WEBSITE (URL)	https://eclass.uniwa.gr/courses/IDPE101/				

2. LEARNING OUTCOMES

Learnin	g Outcomes			
Upon c	ompletion of the course students will have:			
1.	Knowledge of the basic principles and concepts of informatics			
2.	Basic programming knowledge in Python			
3.	Basic knowledge of software applications			
In detai	l, students will be able to:			
1.	Understand problems related to computer science			
2.	Design and solve computer problems.			
3.	Implement algorithms in Python language			
Genera	I Competences			
1.	Search, analysis and synthesis of data and information, using the necessary technologies			
2.	Adaptation to new situations			
3.	Decision making			
4.	Production of new research ideas			
5.	5. 5. Promoting free, creative and inductive thinking			

3. SYLLABUS

The course aims to introduce the world of computers. Hardware and software issues are examined, specifically the course includes the following:

- System software: Operating system basics, information system functions, memory and file management
- Application software: introduction to numerical systems, software management, open source and commercial software, software distribution models, software licensing operation.
- Hardware evaluation: description of CPU operation, machine cycle, memory system evaluation.
- Networking: introduction to network architecture, network components, internet connection.
- Introduction to algorithms
- Introduction to databases: description, advantages of database implementation software
- Introduction to programming in Python: the concept of variable, basic data types, operators, control structures, functions, visibility and range of variables, parameter passing, retrospective, tables, complex data types, dynamic memory, pointers, dynamic data structures, data files, basic Python components, libraries.

DELIVERY	In-class face-to-face		
	lectures		
	Drastice evereises		
	Practice exercises		
	Laboratories		
	 Assignments & Presentations 		
USE OF INFORMATION AND	• Use of ICTs in theoretical teaching and use of ICTs in		
COMMUNICATION TECHNOLOGY	lecturing		
	 Use of ICTs in laboratory-based training 		
	• Use of ICTs for the communication with students via the		
	e-class platform		
	Specialised software tools for experimentation		
	• Support of the educational process via the e-class		
		hal process via the e-class	
	platform	nai process via the e-class	
TEACHING METHODS	platform Method description /	Composter Markland	
TEACHING METHODS	Method description / Activity	Semester Workload	
TEACHING METHODS	Support of the education platform Method description / Activity Lectures	Semester Workload	
TEACHING METHODS	Support of the education platform Method description / Activity Lectures Laboratory work	Semester Workload 39 36	
TEACHING METHODS	Support of the education platform Method description / Activity Lectures Laboratory work Non-guided personal study	Semester Workload 39 36 75	
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TEACHING METHODS	Support of the education platform Method description / Activity Lectures Laboratory work Non-guided personal study Course Total (30h/ECTS)	Semester Workload 39 36 75 150	
TEACHING METHODS	• Support of the education platform Method description / Activity Lectures Laboratory work Non-guided personal study Course Total (30h/ECTS) Language of Assessment	Semester Workload 39 36 75 150	
TEACHING METHODS	Support of the education platform Method description / Activity Lectures Laboratory work Non-guided personal study Course Total (30h/ECTS) Language of Assessment Greek	Semester Workload 39 36 75 150	

4. TEACHING and LEARNING METHODS – EVALUATION

Description
Written exams, laboratory evaluation and project evaluation
Student according to the de
Student assessment methods
• Written examination with short answer questions
(Concluding)
Written exams with multiple choice questions
(Concluding)
 Written assignment (Formative)
• Laboratory/project work (Formative)
The final grade of the course consists of
Final written examination in the entire theoretical content
(200/)
• Elaboration of laboratory-based work (20%).
The assessment criteria are announced to students at the
beginning of the semester and are published on the course
webpage in the e-Class platform.

5. ATTACHED BIBLIOGRAPHY

- Suggested bibliography:

• Python's book ,Nikolaos Samaras, Tsiplidis Konstantinos, Publications: Kritiki

- Hardware, Software and Computer Communications 4th Edition Ioannis Vogiatzis, Era Antonopoulou.
- introduction to information technology, Alan Evans, Kendall Martin, Mary Anne Poatsy, Publications: Kritiki
- Discovering Computers: Tools, Applications, Devices and the Implications of Technology Vermaat Misty, Sebok susan, Freund Steven, Campbell Jennifer, Frydenberg Mark BROKEN HILL PUBLISHERS LTD
- Basic Principles in Informatics O'Leary Timothy J., O'Leary Linda I., O'Leary Daniel A. BROKEN HILL PUBLISHERS LTD