## Programmation

```
Lecturer
Thierry MASSART (Coordinator)
Course mnemonic
INFO-F101
ECTS credits
10 credits
Language(s) of instruction
French
Course period
First term
```


## Course content

Instructions, variables, types and operators, functions, arrays. Simple algorithms on arrays and matrices: searching, sorting, fusion, string handling, matrix product. Handling of dynamic structures with pointers (lists, sets, ...).

## Objectives (and/or specific learning outcomes)

Introduction to programming and data structures, and basic features of the C++ programming language.

## Pre-requisits and co-requisits

Courses having this one as pre-requisit
INFO-F202 | Langages de programmation $2 \mid 5$ crédits, INFOF203|Algorithmique $2 \mid 5$ crédits, INFO-F204|Analyse et méthodes |5 crédits, INFO-F205 | Calcul formel et numérique |5 crédits and INFO-H303 | Bases de données | 5 crédits

## Courses having this one as co-requisit

INFO-F103 | Algorithmique 1 | 10 crédits and INFO-F106 | Projets d'informatique $1 \mid 5$ crédits

## Teaching method and learning activities

Emphasis is put on the homework assignments. Lectures to understand the basic concepts, exercise sessions to integrate them, and individual programming assignments to learn solving new problems.

## References, bibliography and recommended reading

Course notes available at the Presses Universitaires de Bruxelles

## Other information

## Contact(s)

M. Jean CARDINAL (Campus Plaine, bâtiment NO, 2N8 110) et M. Thierry MASSART (Campus Plaine, bâtiment NO, 2N8 113) tél: 02 / 6505614

## Evaluation method(s)

Other

## Evaluation method(s) (additional information)

The final grade is a weighted average between a written exam and the assignments.

## Programmes

## Programmes proposing this course at the faculty of Sciences

BA-INFO | Bachelor in Computer science | unit 1, BAMATH | Bachelor in Mathematics | unit 1, MA-BINF | Master in Bio-informatics and Modelling | finalité Research/unit 1 and MA-GEOG | Master in Geography : General | finalité territorial Development/unit 2

