

Content

Course Code	Course Name	Semester	Theory	Practice	Lab	Credit	ECTS
INF246	Programming Practice	3	1	0	2	2	3

Prerequisites	
Admission Requirements	

Language of Instruction	French
Course Type	Compulsory
Course Level	Bachelor Degree
Objective	Within the scope of this course; Topics aimed at improving programming skills and creating professional level applications with the C++ programming language will be discussed. While it stands out with its many different computer engineering topics such as C++ programming language, low-level system programming, game development, driver identification, mobile programming, database management, its competence in artificial intelligence applications is also preferred today. While object-oriented programming concepts will be discussed with applications within the scope of the course, the topics will be reinforced with application assignments.
Content	C++ programming language, Object-oriented programming, Template classes and functions, Memory management, Advanced data structures, Visual applications, Competitive programming
References	Deitel, Harvey M., and Paul J. Deitel. C: How to program. Pearson Education, 2004.

Theory Topics

Week	Weekly Contents
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