

Pemrograman Komputer

Course Brief Description:	This course discusses the preparation of a series of instructions that are translated from a system (especially systems in the field of agricultural engineering) in the form of specific functions and then translated into computer program languages. The subject begins with an introduction to the source code which is a code that can be read by humans and then coded for the language of computer programs, building program algorithms, making programs in computer program languages and program execution. Thus, this course will shape students' skills in thinking logically, structured and able to formulate problems encountered in everyday life in the field of agricultural engineering into mathematical functions and translate them into computer program languages.
Course Learning Objectives:	At the end of the lesson, students are expected to be able to: [1] Students will be able to analyze problems that solve with computer programs [2] Students will be able to make computer programs
Related Expected Learning Outcomes (ELOs):	<ul style="list-style-type: none"> • ELO-2: Demonstrate capacity for life-long learning in agricultural engineering profession • ELO-3: Apply knowledge of mathematics, sciences, and engineering principles in agricultural fields. • ELO-4: Use quantitative analysis, information technology and critical thinking in agricultural engineering profession.
Teaching Method	<ul style="list-style-type: none"> • Lecture and in-depth discussion • Tutorial • Independent assignment
Grading Policy	<ul style="list-style-type: none"> • Quiz and Assignment : 20% • Exam : 80%
Reference	
Lecturer Name	<ul style="list-style-type: none"> • Prof. Dr. Ir. Ahmad Munir, M.Eng • Dr. Suhardi, STP., MP • Ir. Helmi A. Koto, M.Si

Course Outline

Lecture	Topic:	
1	Pendahuluan	Quiz 1
2	Tinjauan program dan Bahasa program komputer	
3	Konsep program komputer	
4	Komponen algoritma	Assignment 1
5	Pernyataan Matematik	
6	Pernyataan Input Output	

Lecture	Topic:	
7	Pernyataan Bersyarat	Assignment 2
8	Mid Test	
9	Looping	
10	Array (Matriks)	Quiz 2
11	Subprogram	
12	Subroutingprogram	
13	Format output	Assignment 3
14	Fungsi Pustaka	
15	Program Simulasi	
16	Final Exam	