

南台科技大學 100 學年度第 1 學期課程資訊

課程名稱	基礎程式設計
課程編碼	30N16801
系所代碼	03
開課班級	夜四技電子一甲
開課教師	李世偉
學分	4.0
時數	4
上課節次地點	一 11 12 13 14 教室 J301
必選修	必修
課程概述	<p>此課程的內容，涵蓋了程式語言特性、整合開發環境、流程圖、演算法與虛擬碼描述方式、變數、運算元、條件式敘述、迴圈敘述、步驟、除錯、程式修正、程序導向的程式撰寫技巧及軟體模組化。</p> <p>The course covers such topics as programming language characteristics, integrated development environments, flowcharts, algorithms and pseudo codes, variables, operators, conditional statements, looping statements, procedures, error-handling and debugging, procedure-oriented programming techniques, and software modeling.</p>
課程目標	<p>在修完這門課後，學生將能夠：</p> <ul style="list-style-type: none"> 描述軟體開發過程、目的、關鍵步驟、並瞭解程式適合於何種應用場合。 有能力識別可利用程式來幫助求解的問題。 利用一般的抽象方式來描述解題概念。 使用變數。 列出並描述一般運算元。 實現條件式描述。 實現迴圈結構。 實現程序。 除錯。 <p>After completing this course, students will be able to:</p> <ul style="list-style-type: none"> Describe the software development process, its purpose, critical steps, and where programming fits in that process. Identify a problem that requires a programmed solution. Use common abstract methods to describe the solution concept. Implement variables. List and describe common operators. Implement conditional statements. Implement looping construction.

	<p>Implement procedures. Handle errors.</p>
課程大綱	<p>課程大綱</p> <p>一.程式入門 (Introduction to Programming)</p> <ol style="list-style-type: none"> 1. Unix/Linux 作業系統 (operating systems) 2. 開發環境介紹 (introduction to developing environments) 3. C/C++語言架構 (C/C++ program structure) <p>二.資料型態與運算式 (Data Types and Expressions)</p> <ol style="list-style-type: none"> 1. 基本資料型態 (basic types) 2. 變數與常數 (variables and constants) 3. 運算式 (expressions) 4. 算數/比較/邏輯運算子 (arithmetic/comparison/logical operators) 5. 位元邏輯運算子 (bitwise logical operators) 6. 資料型態轉換 (data type casting) 7. 運算子優先順序 (operator priorities) <p>三.基本輸入與輸出 (Basic Input and Output)</p> <ol style="list-style-type: none"> 1. C 的輸入與輸出 (input/output in C) 2. C++的輸入與輸出 (input/output in C++) 3. C 的其他輸入與輸出函數 (other I/O functions in C) 4. C++的其他輸入與輸出物件 (other I/O objects in C++) <p>四.流程控制 (Flow Control)</p> <ol style="list-style-type: none"> 1. 結構化程式語言 (structural programming languages) 2. 循序結構 (sequence structures) 3. 選擇結構 (selection structures) 4. 迴圈結構 (loop structures) 5. 巢狀結構 (nested structures) 6. 強制跳躍 (unconditional jump) <p>五.陣列與字串 (Arrays and Strings)</p> <ol style="list-style-type: none"> 1. 一維陣列 (one-dimension arrays) 2. 二維陣列 (two-dimension arrays) 3. 多維陣列 (multi-dimension arrays) 4. 字串 (strings) 5. 字串相關函式 (string processing functions) <p>六.函式與巨集 (Functions and Macros)</p> <ol style="list-style-type: none"> 1. 函式的宣告與定義 (function declarations and definitions) 2. 函式呼叫 (function calls) 3. 引數串列與引數傳遞 (arguments and argument-passing) 4. 標頭檔 (header files) 5. 遞迴函式 (recursive functions) 6. 巨集 (macros)

	<p>七.指標 (Pointers)</p> <ol style="list-style-type: none"> 1. 指標與記憶體位址 (pointers and addresses) 2. 指標運算 (pointer arithmetic) 3. 函式的傳指標呼叫 (passing-by-address) 4. 「指標」、「陣列」、「字串」的關係 (relationship of pointers, arrays, and strings) 5. 「指標」的「指標」 (pointer of pointers) 6. C 語言的動態記憶體配置 (dynamic memory allocation in C language) <p>八.變數等級 (Variable Classes)</p> <ol style="list-style-type: none"> 1. 自訂程式區段 (user defined blocks) 2. 區域變數 (auto variables) 3. 全域變數與外在變數 (global variables and external variables)
英文大綱	<p>一. Introduction to Programming</p> <ol style="list-style-type: none"> 1. operating systems 2. introduction to developing environments 3.C/C++ program structure <p>二. Data Types and Expressions</p> <ol style="list-style-type: none"> 1. basic types 2. variables and constants 3. expressions 4. arithmetic/comparison/logical operators 5. bitwise logical operators 6. data type casting 7. operator priorities <p>三.Basic Input and Output</p> <ol style="list-style-type: none"> 1. input/output in C 2.(input/output in C++ 3. other I/O functions in C 4.other I/O objects in C++ <p>四.Flow Control</p> <ol style="list-style-type: none"> 1.structural programming languages 2.sequence structures 3.selection structures 4.loop structures5. 5.nested structures 6.unconditional jump <p>五.Arrays and Strings</p> <ol style="list-style-type: none"> 1.one-dimension arrays 2. two-dimension arrays

	3. multi-dimension arrays 4.strings 5.string processing functions 六.Functions and Macros 1.function declarations and definitions 2.function calls 3.arguments and argument-passing 4.header files 5.recursive functions 6.macros 七.Pointers 1.pointers and addresses 2.pointer arithmetic 3.passing-by-address 4.relationship of pointers, arrays, and strings 5.pointer of pointers 6.dynamic memory allocation in C language 八.Variable Classes 1.user defined blocks 2.auto variables 3.global variables and external variables
教學方式	
評量方法	
指定用書	
參考書籍	
先修科目	計算機概論(Introduction to Computer) with C or better
教學資源	
注意事項	
全程外語授課	0
授課語言 1	華語
授課語言 2	
輔導考照 1	
輔導考照 2	