

UČNI NAČRT PREDMETA / COURSE SYLLABUS											
Predmet:	Uvod v programiranje										
Course title:	Introduction to programming										
Študijski program in stopnja Study programme and level	Študijska smer Study field		Letnik Academic year	Semester Semester							
Enoviti magistrski študijski program Pedagoška matematika	ni smeri		1	drugi							
Integrated Master's study programme Pedagogical Mathematics	none		1	second							
Vrsta predmeta / Course type	obvezni										
Univerzitetna koda predmeta / University course code:	M0504										
Predavanja Lectures	Seminar Seminar	Vaje Tutorial	Klinične vaje work	Druge oblike študija	Samost. delo Individ. work	ECTS					
30		45			105	6					
Nosilec predmeta / Lecturer:	doc. Matija Pretnar, prof. Andrej Bauer, prof. Marko Petkovšek										
Jeziki / Languages:	Predavanja / Lectures:	slovenski/Slovene									
	Vaje / Tutorial:	slovenski/Slovene									
Pogoji za vključitev v delo oz. za opravljanje študijskih obveznosti:	Prerequisites:										
Opravljen predmet Računalniški praktikum.	Completed course Computer laboratory.										
Vsebina:	Content (Syllabus outline):										

Zgradba računalnika in pojem algoritma. Osnovni koncepti v programiranju: spremenljivke, aritmetika, osnovni podatkovni tipi. Strukturirano programiranje: funkcije, pogojni stavek, rekurzija, zanke.	The structure of a computer and the concept of an algorithm. Basic programming concepts: variables, arithmetic, basic data types. Structured programming: functions, conditional statement, recursion, loops.
Podatkovni tipi: tabele, slovarji, objekti, datoteke. Organizacija izvorne kode. Orodja za razvoj programske opreme. Osnove računske zahtevnosti algoritmov.	Data types: arrays, dictionaries, objects, files. Managing source code. Software development tools. Basics of computational complexity.

Temeljni literatura in viri / Readings:

Priročniki in učbeniki za programske jezike, ki jih študenti spoznajo.

Manuals and textbooks for programming languages that students learn.

Cilji in kompetence:

Študent spozna osnovne tehnike programiranja.

Objectives and competences:

Student learns the basic programming techniques.

Predvideni študijski rezultati:

Znanje in razumevanje: Znanje iz osnov programiranja.
Uporaba: Reševanje matematičnih in drugih problemov z računalnikom, predvsem kadar je treba za rešitev problema sestaviti preprost program.

Refleksija: Sposobnost programiranja omogoča uporabniku višji nivo nadzora nad računalnikom in mu omogoča reševanje problemov, ki jih z običajnimi aplikacijami ne more rešiti.

Intended learning outcomes:

Knowledge and understanding: Knowledge of basic programming.
Application: Solving mathematical and other problems with a computer, in particular when a simple computer program is required for this task.

Reflection: The ability of programming enables a higher lever of control over the computer and enables the student to solve the problems that cannot be solved using the standard applications.

Prenosljive spremnosti – niso vezane le na en predmet: Programerske sposobnosti študent uporabi pri ostalih računalniških in numeričnih predmetih.	Transferable skills: The skill of programming is required in other computer and numerical courses.
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Metode poučevanja in učenja: Predavanja, vaje, domače naloge, konzultacije	Learning and teaching methods: Lectures, exercises, homework, consultations
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Načini ocenjevanja: domače naloge, kolokviji, projekti, pisni izpit, ustni izpit ocene: 5 (negativno), 6-10 (pozitivno) (po Statutu UL)	Delež (v %) / Weight (in %)	Assessment: homework, midterm exams, projects, written exam, oral exam grading: 5 (fail), 6-10 (pass) (according to the Statute of UL)
	100%	

Reference nosilca / Lecturer's references: Andrej Bauer: – BAUER, Andrej. A relationship between equilogical spaces and Type Two Effectivity. Mathematical logic quarterly, ISSN 0942-5616, 2002, vol. 48, suppl. 1, str. 1-15 [COBISS.SI-ID 12033369] – AWODEY, Steve, BAUER, Andrej. Propositions as [Types]. Journal of logic and computation, ISSN 0955-792X, 2004, vol. 14, no. 4, str. 447-471 [COBISS.SI-ID 13374809] – BAUER, Andrej, SIMPSON, Alex. Two constructive embedding-extension theorems with applications to continuity principles and to Banach-Mazur computability. Mathematical logic quarterly, ISSN 0942-5616, 2004, vol. 50, no. 4/5, str. 351-369 [COBISS.SI-ID 13378649] Marko Petkovšek: – PETKOVŠEK, Marko, WILF, Herbert S., ZEILBERGER, Doron. A=B. Wellesley (Massachusetts): A. K.
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Peters, cop. 1996. VII, 212 str. ISBN 1-56881-063-6 [COBISS.SI-ID 4085337]

- PETKOVŠEK, Marko. Counting Young tableaux when rows are cosets. *Ars combinatoria*, ISSN 0381-7032, 1994, let. 37, str. 87-95 [COBISS.SI-ID 8048473]
- PETKOVŠEK, Marko. Letter graphs and well-quasi-order by induced subgraphs. *Discrete Mathematics*, ISSN 0012-365X. [Print ed.], 2002, vol. 244, no. 1-3, str. 375-388 [COBISS.SI-ID 11414873]

Matija Pretnar:

- PLOTKIN, Gordon, PRETNAR, Matija. Handling algebraic effects. *Logical methods in computer science*, ISSN 1860-5974, 2013, vol. 9, iss. 4, paper 23 (str. 1-36) [COBISS.SI-ID 16816729]
- PRETNAR, Matija. Inferring algebraic effects. *Logical methods in computer science*, ISSN 1860-5974, 2014, vol. 10, iss. 3, paper 21 (str. 1-43) [COBISS.SI-ID 17190745]
- BAUER, Andrej, PRETNAR, Matija. An effect system for algebraic effects and handlers. *Logical methods in computer science*, ISSN 1860-5974, 2014, vol. 10, iss. 4, paper 9 (str. 1-29).
<http://arxiv.org/pdf/1306.6316> [COBISS.SI-ID 17191001]