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**ME 171: COMPUTER PROGRAMMING LANGUAGE**  
**3.00 CREDIT COURSE**  
**COURSE TEACHER: MR. HAFIJUR RAHMAN**

# GOAL OF THIS COURSE

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- ✘ To learn you how computer works and choose the right computers.
- ✘ To have at the end of this course is the ability to use a vocabulary of language in order to be able to understand programs written by others. So you're going to be able to write, you're going to be able to read.
- ✘ To have the ability to map scientific problems into a computational frame. So you're going to be able to take a description of a problem and map it into something computational.

# ADMINISTRIVIA

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- ✘ Handouts

<http://teacher.buet.ac.bd/hafijrana>

- ✘ Textbooks (No Reference)

- ✘ Extra Help

- ✘ Class Test (2 Class tests will be taken)

- ✘ Grading Policy

Attendance – 10%, Class Test - 20%, Final Exam -70%

# COURSE OUTLINE

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- ✘ Introduction to computer hardware and its working principle.  
Overview of Hardware (CPU, RAM, HARD DISK, I/O Devices, Motherboard, Bus, Cache, Memory Interaction etc) and Software (Operating system etc)  
Compare and contrast the use of various input, processing, output, and primary/secondary storage devices.
  
- ✘ Number system and Binary Representation  
Understanding the machine Language and digital technology



# QUOTES ABOUT COMPUTER

- ✘ Hardware: the parts of a computer that can be kicked. ~Jeff Pesis



# QUOTES ABOUT COMPUTER

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- ✘ There are 10 types of people in this world: those who understand binary and those who don't. ~Author Unknown
  
- ✘ “It’s hardware that makes a machine fast. It’s software that makes a fast machine slow.”  
– *Craig Bruce*

# COURSE OUTLINE

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- ✘ Programming logic (algorithms) and flowcharts  
How flowcharts and pseudo code are used to help to document program logic .
- ✘ Introduction to advanced programming.  
Bitwise operators
- ✘ Introduction to structured programming.  
Overview of C and C++ programming languages; C and C++ fundamentals – data types and expressions; Operators; Libraries and keywords; Statements; Arrays and strings; Functions; Control statements; Pointers; Input and output systems.
- ✘ Object oriented programming.

**THANKS**

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