朝陽科技大學 096學年度第1學期教學大綱
Structured Programming 結構化程式設計

當期課號	3756	Course Number	3756
授課教師	林芳昌	Instructor	LIN,FANG CHANG
中文課名	結構化程式設計	Course Name	Structured Programming
開課單位	資訊管理系(二進)三A	Department	
修習別	必修	Required/Elective	Required
學分數	3	Credits	3
課程目標	結構化程式設計以循序、選擇、與反複三種基本結構設計程式設計，爲一良好初學程式者學習的典範。C++程式語言爲本課程學習結構化程式設計所用的工具，將介紹C++程式語言之語法與範例，以使學習者可以依既定規格完成程式設計。	Objectives	Structured Programming utilizes sequential, selective, and repetitive structures to design programs. It is a good methodology for beginners to learn how to design programs. C++ is the programming tool in this course to learn structured programming. The course will introduce the principals and fundamentals of generic programming in C++, such that the students can write programs according to the specification.
教材	Absolute C++, Walter Savitch, Third Edition, Addison Wesley, 2007. C++ How to Program, H. M. Deitel and P. J. Deitel, Fifth Edition, Pearson Education International, 2005.	Teaching Materials	Absolute C++, Walter Savitch, Third Edition, Addison Wesley, 2007. C++ How to Program, H. M. Deitel and P. J. Deitel, Fifth Edition, Pearson Education International, 2005.
成績評量方式	1. 作業與平時成績 40-60 % 2. 期中考 20-30% 3. 期末考 20-30%	Grading	1. Exercises and Participation 40-60 % 2. Midterm Exam. 20-30% 3. Final Exam. 20-30%
教師網頁			
教學內容	本門課的目標期使學生具備結構化程式設計的概念及基礎程式能力，課程進行以實例講解與實作爲主，希望能透過此門課提升學生自我學習的能力。 內容包含以下項目 1. 程式設計環境介紹 2. Data 3. Arithmetic, Input and Output 4. Control Statements 5. Functions 6. Arrays 9. Pointers 10.Classes 11.Files 12.Structures	Syllabus	This course introduces the basic technique of strucyured programming. Demonstration and practice are the key issues. The students will learn and exercise by C/C++ programming. Issues included in the course are the followings. 1. Introducing the Programming Environment 2. Data 3. Arithmetic, Input and Output 4. Control Statements 5. Functions 6. Arrays 9. Pointers 10.Classes 11.Files 12.Structures

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