**COURSE LAYOUT**

1. **GENERAL**

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| **SCHOOL** | APPLIED ECONOMICS AND SOCIAL SCIENCES |
| **DEPARTMENT** | AGRICULTURAL ECONOMICS AND RURAL DEVELOPMENT |
| **STUDY LEVEL** | *Undergraduate – Elective course* |
| **COURSE CODE** | **3445** | **SEMESTER** | 4th  |
| **COURSE TITLE** | COMPUTER PROGRAMMING AND APPLICATIONS  |
| **INDEPENDENT TEACHING ACTIVITIES** | **WEEKLY TEACHING HOURS** | **ECTS** |
| **Theory:** Lectures | 2 |  |
| **Laboratory:** Use of Software Tools | 3 |  |
| **Total** | 5 | 5 |
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| **COURSE TYPE** | Scientific Area |
| **PREREQUISITES** |  |
| **LANGUAGE** | Greek |
| **IS THE COURSE OFFERED for ERASMUS STUDENTS?** | Yes (in Greek) |
| **COURSE WEB PAGE** | https://mediasrv.aua.gr/eclass/courses/AOA241/ |

1. **LEARNING OUTCOMES**

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| **Learning Outcomes** |
| Upon successful completion of the course the student will* have acquired the fundamental principles of programming, algorithmic structures and software development techniques,
* acquire programming skills in a high-level programming language environment,
* be able to combine the various algorithmic structures and instructions of a programming language,
* acquire the ability of composing programs which solve specific problems not only in the field of his/her scientific field but, more generally, scientific or other problems of practical interest,
* be able to process by programs big volumes of data,
* cease being restricted by the dedicated capabilities of existing software packages and will be able to develop software for the solution of special problems,
* acquire a broader analytic and synthetic way of thinking and of skills for the solution of a problem (not necessarily of a problem that requires a computer program) by splitting it into simpler problems that achieve intermediate targets.
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| **General Competences** |
| * Search, analysis and synthesis of data and information by use of the necessary technologies.
* Adaptation to new situations.
* Decision making.
* Individual work.
* Team work.
* Work in a multidisciplinary environment
* Development of judgment and self- jugment
* Advancement of free, creative and deductive thinking.
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1. **COURSE CONTENT**

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| **Theory*** + - 1. Algorithms and problem solving
			2. Programming development environment
			3. Introduction to structured programming
			4. Fundamental and user-defined data types
			5. Variables, Operations, Expressions
			6. Use of programming objects
			7. Input of data / Output of results
			8. Conditions - Program control structures
			9. Iteration structures
			10. Management of Arrays
			11. Built- in and user-defined functions and Procedures
			12. File management
			13. Debugging and error handling
			14. Link of program with other environments

**Laboratory**Training on all the above, hands on computer.  |

1. **TEACHING and LEARNING METHODS - Evaluation**

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| **TEACHING METHOD** | In Classroom and in Laboratory (face-to-face) or Distance Learning (if required). On the web page of the course there is posted educational material for asynchronous distance learning. |
| **USE OF INFORMATICS and COMMUNICATION TECHNOLOGIES** | Exploitation of Information and Communication Technologies in teaching, in laboratory training and in the communication with students.Use of dedicated software.Use of integrated e-learning system.Communication with students via open eclass platform and e-mail. |
| **TEACHING ORGANISATION** |

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| *Activity* | *Work Load* |
| Lectures  | 26 hours |
| Laboratory work | 39 hours |
| Group and/ or individual projects | 15 hours |
| Individual study  | 45 hours |
| ***Total contact hours and training*** | ***125 hours*** |

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| **STUDENTS EVALUATION** | Ι.Final written examination (50%): Code writing in a programming language, mainly on computer and, alternatively in classroom, which concerns the solutions of problems of practical interestII. Weekly Laboratory exercises (10%): Construction of simple programs concerning the study material of the week.III. Group or Individual Project (40%): Two (2) projects. Construction of programs concerning practical problems. The evaluation concluded with an oral presentation.The final grade is the sum of the above individual evaluations.Rating Scale: 0-10Minimum Grade: 5The assessment criteria are explicitly defined and can be found on the eClass page of the lesson. Students can have access to their written examination and software records.If required, students’ evaluation can also be realized remotely through the eClass platform for the written examination, and through video conferencing tools for presentation of projects or oral examinations. |

1. **BIBILIOGRAPHY**

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| ***-Proposed literature:***1. MANOS KAFES, EXPLORATION OF PYTHON, 1st EDITION, 2017, KLEIDARITHMOS PUBLICATIONS LTD., Athens.
2. TONY GADDIS, STARTING WITH PYTHON, 2014, DA VINCI PUBLICATIONS M.E.P.E., Athens.
3. Stratos Kalafatoudis, Georgios Stamoulis, Programming with Python, 2018, NEW TECHNOLOGIES PUBLICATIONS PRIVATE CAPITAL COMPANY, Athens.
4. Nikolaos Avouris, Michail Koukias, Vassilios Paliouras, Kyriakos Sgarbas, Python - Introduction to computers (4th Edition), 2018, FOUNDATION OF TECHNOLOGY & RESEARCH-UNIVERSITY PUBLICATIONS, KRITI.
5. Karolidis Dimitrios A., Learn easily Python, 2018, Xarchakou Penelope., Athens.
6. Nikolaos Samaras, Konstantinos Tsiplidis, The book of Python, 2019, Kritiki Publications., Athens.

***-Related scientific journals:***1. Bioinformatics, Oxford University Press.
2. Science of Computer Programming, Elsevier.
3. Applied Computing and Informatics, Elsevier.
4. Journal of Bioinformatics and Computational Biology, [Imperial College Press](http://en.wikipedia.org/wiki/Imperial_College_Press).
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