## STATE UNIVERSITY OF NEW YORK COLLEGE OF TECHNOLOGY CANTON, NEW YORK



# MASTER SYLLABUS

**CITA 380 – Integrated Programming for Engineers** 

Created by: Tatsuhito Koya, Ph.D. Updated by: Tatsuhito Koya, Ph.D.

> CANINO SCHOOL OF ENGINEERING TECHNOLOGY ENGINEERING SCIENCE FALL 2018

A. TITLE: Integrated Programming for Engineers

# **B.** COURSE NUMBER: CITA 380

## C. CREDIT HOURS: (Hours of Lecture, Laboratory, Recitation, Tutorial, Activity)

# Credit Hours: 3
# Lecture Hours: 2 per week
# Lab Hours: per week
Other: 2 hours recitation per week

Course Length: 15 Weeks

### **D.** <u>WRITING INTENSIVE COURSE</u>: No

- E. <u>GER CATEGORY</u>: None
- F. <u>SEMESTER(S) OFFERED</u>: Spring
- G. <u>COURSE DESCRIPTION</u>: This course develops methodologies and techniques for program creation and implementation to solve mathematical and engineering problems. The students will be exposed to solving mathematical problems such as simultaneous equations and to performing engineering data acquisition from local sources as well as remote sources using high-level programming languages, scripting languages, and commercial off-the-shell products such as MATLAB.

## H. % **<u>PRE-REQUISITES/CO-REQUISITES</u>**:

- a. Pre-requisite(s): CITA 220, ENGS 203, MATH 263
- b. Co-requisite(s): None
- c. Pre- or co-requisite(s): None

## I. % <u>STUDENT LEARNING OUTCOMES</u>:

	001000000	
<u>Course Student Learning</u>	<u>PSLO</u>	<u>ISLO</u>
<u>Outcome [SLO]</u>		
a. Translate and solve	1. Ability to apply	
mathematical and engineering	mathematics, science	2 [CA]
problems into computer	and engineering	5
programs	principles.	
b. Test, debug, and validate	2. Ability to design	
programs.	and conduct	2 [CA]
	experiments, analyze	5
	and interpret data	
c. Create programs that produce	3. Ability to design a	
and consume resources on	system, component,	2 [CA]
networks	or process to meet	5
	desired needs.	
d. Create programs that store,	3. Ability to design a	
retrieve, and manipulate	system, component,	2 [CA]
data in databases	or process to meet	5
	desired needs.	
e. Create programs to control	3. Ability to design a	2 [CA]
hardware	system, component,	5

	or process to meet desired needs.	
f. Document programs and create reports	7. Ability to communicate	1 [O]
	effectively.	5

## J. <u>APPLIED LEARNING COMPONENT:</u> Yes X No\_\_\_\_\_

K. <u>TEXTS:</u> Bradley, Aaron R. Programming for Engineers. Berlin: Springer, 2011. Print.

L. <u>**REFERENCES</u>**: Kernighan, Brian W, and Dennis M Ritchie. The C Programming Language. Englewood Cliffs, N.J.: Prentice Hall, 1988. Print.</u>

#### M. <u>EQUIPMENT</u>: Computer lab

### N. <u>GRADING METHOD</u>: A-F

### **O.** <u>SUGGESTED MEASUREMENT CRITERIA/METHODS</u>:

- Exams
- Quizzes
- Assignments
- Participation

### P. <u>DETAILED COURSE OUTLINE</u>:

- I. Solving Engineering and Mathematical Problems
  - A. Solving Mathematical Problems
    - a. Gaussian Elimination
    - b. Differential Equation
    - c. Numerical Integration
  - B. Solving Engineering Problems Using Variational Methods
    - a. Ritz Method
    - b. Galerkin Method
- II. Creating Network Data Acquisition Programs
  - A. Creating Network Client Programs for Different Media
    - a. Ethernet
    - b. Serial
  - B. Creating TCP /IP Client
    - a. Web Client
    - b. FTP Client
  - C. Controlling UDP/IP Client
    - a. tftp Client
  - D. Other Industrial Communication Standards
    - a. OPC
    - b. MODBUS

## Q. LABORATORY OUTLINE: N/A !