

# Computer Science for Engineers



**Component**  
École Nationale  
Supérieure  
d'Électrotechnique  
d'Électronique  
d'Informatique  
d'Hydraulique  
et des  
Télécommunications

## In brief

- > **Amety's Code:** N5AE01B
- > **Open to exchange students:** No

## Presentation

---

### Objectives

The objective of this course is, first of all, to explore algorithmic design tools that allow the development of computer applications using imperative programming. In a second phase, the previously acquired methods are applied in a practical context through the study of the C language. By the end of this course, the student should be able to approach the steps of designing and programming a computer application in C language with a structured methodology.

---

### Description

The module consists of 2 lectures and practical sessions (TD) on algorithmic design aspects. One lecture and practical session is dedicated to the fundamental principles of the C language (pointers and subroutine concepts). A series of 5x1.75-hour practical sessions (BE) is then offered for discovering C programming in the Code::Blocks environment. Finally, an 8x3.5-hour practical session (BE) is proposed, which involves the complete development of a game, from design to programming in C.

---

### Pre-requisites

None