## Course Title
Introduction to Computer Engineering

<table>
<thead>
<tr>
<th>Level of Course Unit</th>
<th>Undergraduate</th>
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<tbody>
<tr>
<td>Semester</td>
<td>1 (Fall)</td>
</tr>
<tr>
<td>Number of ECTS Credits</td>
<td>3</td>
</tr>
<tr>
<td>Language of Instruction</td>
<td>Turkish /English</td>
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<tr>
<td>Type of Course Unit</td>
<td>Elective</td>
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<tr>
<td>Course Unit Code</td>
<td>BLM101E</td>
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### Course Content
- Computer Engineering concepts, historical background development, hardware software systems, computer architecture, operating systems structures, programming tools, structures types, fundamentals of software development processes, software architectures, clients-servers, m-tires architectures, database systems, processors, modern processor structures, cluster systems, computer networks internet, intelligent systems.

### Name of Lecturers Contact
Prof. Dr. Ali Yılmaz Çamurcu

### Department / Program
Department of Computer Engineering

### Recommended or Required Reading

### Assessment Methods and Criteria
- Mid-terms %40 + Quizzes %10 + Assignment %5 + Final %45 = %100

### Objectives of the Course
- Understanding the basic concepts of computer Engineering Sciences, teaching the novel technologies of the computer hardware software architectures, basic applications.

### Course Learning Outcomes
1. Having basic and applied knowledge of modern computer systems
2. Having a basic knowledge of analysis and design of computer systems in a real-life problem
3. Understanding and tracking the basic principles of modern operating systems and software system's applications and new technologies
4. Understanding and tracking the basic structures and new developments of the modern computer architectures
5. Having knowledge about the basic quality criteria such as safety and performance