**Graphic programming (ECTS 6)**

Language: the course is offered in English, Serbian and Hungarian

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**Course description:**

The course covers the following topics:

Introduction. Elements of a graphical programming language. Input and output elements. Branching elements. Functions. Complex data types. Arrays. Working with files. Collection of analog signals. Communication protocols. Exercise through examples and assignments of the material covered in lectures. Specific program elements covering theoretical areas.

**Aims:**

The aim of the course is to acquaint students with the basic elements of graphical language, its syntax, data types and control structures. The student acquires the habits of programming thinking, independent work in a graphical programming language and gets the basics for further study of the LabVIEW environment. The student is trained to independently create an application in a graphical programming language.