



# ESOGÜ Mathematics and Computer Sciences COURSE INFORMATION FORM

<b>SEMESTER</b>	Spring
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<b>COURSE CODE</b>	821616004	<b>COURSE NAME</b>	Categories, Types and Structures
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SEMESTER	WEEKLY COURSE PERIOD			COURSE OF			
	Theory	Practice	Labratory	Credit	ECTS	TYPE	LANGUAGE
6	3	0	0	3	5	COMPULSORY ( x ) ELECTIVE ( )	Turkish

### COURSE CATAGORY

<b>Mathematics</b>	<b>Computer</b>		<b>Social Science</b>
X	X		

### ASSESSMENT CRITERIA

	Evaluation Type	Quantity	%
	<b>MID-TERM</b>	1st Mid-Term	1
2nd Mid-Term			
Quiz			
Homework			
Project			
Report			
Others (.....)			
<b>FINAL EXAM</b>		1	50
<b>PREREQUIEITE(S)</b>	None.		
<b>COURSE DESCRIPTION</b>	Category Theory and Haskell Programming Language.		
<b>COURSE OBJECTIVES</b>	Recognizing Category Theory and using this algebraic structure on functional programming language.		
<b>ADDITIVE OF COURSE TO APPLY PROFESSIONAL EDUATION</b>	Having ability to writing a concise algebraic proof , using functional programming actively and thinking analytically.		
<b>COURSE OUTCOMES</b>	Having general information about the notion of the Category Theory and Haskell Programming Language.		
<b>TEXTBOOK</b>	Category Theory for Computing Science , (M.Barr & C.Wells)		
<b>OTHER REFERENCES</b>	Category Theory , (S.Awodey) Category Theory , (T.Lienster)		
<b>TOOLS AND EQUIPMENTS REQUIRED</b>	None.		

## COURSE SYLLABUS

WEEK	TOPICS
1	Categories
2	Properties of Objects and Arrows
3	Functors
4	Functors
5	Diagrams and Naturality
6	Diagrams and Naturality
7	Diagrams and Naturality
8	Midterm Exam
9	Products and Sums
10	Limits and Colimits
11	Haskell Programming Language
12	Haskell Programming Language
13	Haskell Programming Language
14	Haskell Programming Language
15,16	Final Exam

NO	PROGRAM OUTCOMES	3	2	1
1	The ability to apply knowledges of Mathematics and Computer Sciences,	x		
2	To have sufficient theoretical and practical knowledge of Mathematics at international level,	x		
3	The ability of describing, modelling and solving of mathematical problems at Mathematics and related subjects,		x	
4	The skill to solve and design a problem process in accordance with a defined target,		x	
5	Skills to analyze data, interpret and apply to other datum and using these data on computer,	x		
6	The skill to use the modern techniques and computational tools needed for mathematical applications,	x		
7	The skill to make team work within the discipline and interdisciplinary,	x		
8	The ability to improve oneself by following the developments on other modern, scientific and technological subjects as well as Mathematics and Computer Sciences,		x	
9	The skill to communicate orally and in written way, in a clear and concise manner by having individual work skills and ability to independently decide and analytical thinking,		x	
10	The skill to have professional and ethical responsibility,		x	
11	The skill to have consciousness for quality issues and scientific research,		x	
12	The skill to be sensitive to environmental issues related with problems and development of living area and consistent in the social relations,		x	
13	Ability to solve problems in the working life faced to find an appropriate algorithms via mathematical modeling and to write computer programs,	x		
14	The skill to developed design of software systems at different complex levels,	x		
15	The credence of necessity of life-long learning and ability to apply the formation long-life learning.		x	

1:None. 2:Partially contribution. 3: Completely contribution.

**Instructor(s):** Prof. Dr. Zekeriya ARVASI

**Signature:**

**Date:**