

# COURSE DETAIL

## FOUNDATIONS OF COMPUTING

**Country**

Australia

**Host Institution**

University of Melbourne

**Program(s)**

University of Melbourne

**UCEAP Course Level**

Lower Division

**UCEAP Subject Area(s)**

Computer Science

**UCEAP Course Number**

29

**UCEAP Course Suffix****UCEAP Official Title**

FOUNDATIONS OF COMPUTING

**UCEAP Transcript Title**

FOUNDATIONS OF COMP

**UCEAP Quarter Units**

6.00

**UCEAP Semester Units**

4.00

## Course Description

Solving problems in areas such as business, biology, physics, chemistry, engineering, humanities, and social sciences often requires manipulating, analysing, and visualising data through computer programming. This course teaches students with little or no background in computer programming how to design and write small programs using a high-level procedural programming language, and to solve simple problems using these skills. On completion of this subject the student is expected to: 1. Use the fundamental programming constructs (sequence, alternation, selection) 2. Use the fundamental data structures (arrays, records, lists, associative arrays) 3. Use abstraction constructs such as functions 4. Understand and employ some basic program structures 5. Understand and employ some basic algorithmic problem solving techniques 6. Read, write, and debug simple, small programs

## Language(s) of Instruction

English

## Host Institution Course Number

COMP10001

## Host Institution Course Title

FOUNDATIONS OF COMPUTING

## Host Institution Course Details

<https://handbook.unimelb.edu.au/view/2014/COMP10001>

## Host Institution Campus

Melbourne

## Host Institution Faculty

## Host Institution Degree

## Host Institution Department

Computer Science

**Course Last Reviewed**

2022-2023

[Print](#)