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 Campus
Melbourne

Host Institution Faculty

Host Institution Degree

Host Institution Department
Computer Science

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