# DIGITAL INNOVATION AND COMPUTATIONAL THINKING (WHAT YOU SHOULD KNOW)

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#### INTRODUCTION

#### Objectives

- Understand Computational Thinking and its processes
- Be able to use the skills of:
  - Abstraction
  - o Decomposition
  - o Algorithmic thinking

**Computational thinking** describes the processes and approaches we draw on when thinking about problems or systems in such a way that a computer can help us with these.

**Abstraction** is about simplifying things, identifying what is important without worrying too much about detail.

**Decomposition** - breaking down a large problem into smaller sub-problems.

**Algorithmic Thinking** – identifying the steps involved in solving a problem.

**Algorithm** – A set of rules to get something done.

#### INDUCTIVE AND DEDUCTIVE REASONING

**Reasoning:** Drawing of conclusions from known or assumed facts.

**Inductive reasoning:** uses patterns to arrive to a conclusion (conjecture).

Observations tend to be based on Inductive Arguments.

**Deductive reasoning:** uses facts, rules, definitions or properties to arrive at a conclusion.

Arguments based on laws, rules and accepted principles are generally use in Deductive reasoning.

**Conditional Statement:** logical statement with 2parts, the hypothesis and conclusion.

#### **BOOLEAN LOGIC**

**Law of the excluded middle:** "Some statement, S is either true or false, it can't be anything in between".

**Premise:** Concepts that are known and considered true.

**Propositions:** Statements in Boolean logic.

Properties of propositions

- Has only one value at a time.
- Clear meaning.
- Can be combined to form complex propositions (Compound Proposition).

#### **Fundamental Operators**

- AND operator (conjunction)
- OR operator (disjunction)
- **NOT operator** (negation)
- IMPLIES (implication)
- IF AND ONLY IF (bi-conditioning)

### TURNING IDEAS INTO REALITY

The different Steps involved

- Identifying the problem or challenge
- Designing the solution.

## **BUSINESS MODEL CANVAS**

