

Undergraduate level 1 / Points: 12.5 / On Campus (Parkville) and Dual-Delivery (Parkville)

Undergraduate programs will be delivered on campus. Graduate programs will mainly be delivered on campus, with dual-delivery and online options available to a select number of subjects within some programs.

To learn more, visit [2023 Course and subject delivery](https://students.unimelb.edu.au/your-course/manage-your-course/planning-your-course-and-subjects/subjects).

(<https://students.unimelb.edu.au/your-course/manage-your-course/planning-your-course-and-subjects/subjects>)

Assignment Project Exam Help

Overview

Availability

<https://tutorcs.com>

Summer Term - Dual-Delivery

Semester 1 - On Campus

Semester 2 - On Campus

WeChat: cstutorcs

Fees

[Look up fees](https://students.unimelb.edu.au/your-course/manage-your-course/fees-and-payments/understanding-your-fees)

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AIMS

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 subject teaches students with little or no

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the Web, multimedia and visualisation.

Examples of projects that students complete are:

- A text analytics “library” consisting of a series of independent functions to calculate/extract different things given a document/document collection as input
- A video recommender system, broken down into a series of functions
- An AI player for an online card game, designed such that students play off against each other (and against the class) at the end of semester

Please view this video for further information: [Foundations of Computing](https://youtu.be/Hyy67DfHsCM)
(<https://youtu.be/Hyy67DfHsCM>)

Intended learning outcomes

On Completion of this subject, the student is expected to:

- ✓ Use the fundamental programming constructs (sequence, alternation, selection)
- ✓ Use the fundamental data structures (arrays, records, lists, associative arrays)
- ✓ Use abstraction constructs such as functions
- ✓ Understand and employ some basic program structures
- ✓ Understand and employ some basic algorithmic problem-solving techniques
- ✓ Read, write, and debug simple, small programs

Generic skills

On completion of this subject, students should have developed the following generic skills:

- ✓ An ability to apply knowledge of basic science and engineering fundamentals
- ✓ An ability to undertake problem identification, formulation and solution
- ✓ The capacity to solve problems, including the collection and evaluation of information

The capacity for critical and independent thought and reflection

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