

Introduction to Computing

Section 0 - Syllabus



School of Computer Science
and Engineering

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Huynh Kha Tu, PhD.

hktu@hcmiu.edu.vn

O1.610, A2.708

Course Information

Instructor

- Dr. Huynh Kha Tu (hktu@hcmiu.edu.vn),
- Teaching Assistant: Le Huu Sy (lesy.study@gmail.com)

Office: School of CSE (O1. 610); OAA (O2.708); AIoT Lab VN
(<https://aiotlab.vn/>)

Prerequisite: None

Credit: 3

Textbook

- Nell Dale and John Lewis, “Computer science: Illuminated”, 7th Edition, Jones & Bartlett Learning Publisher, ISBN-13 978-1284155617, 2019.

Other teaching materials

- Some reference books available in blackboard page.
- Lecture notes.

Warm-up activity

What are your expectations after completing this course?

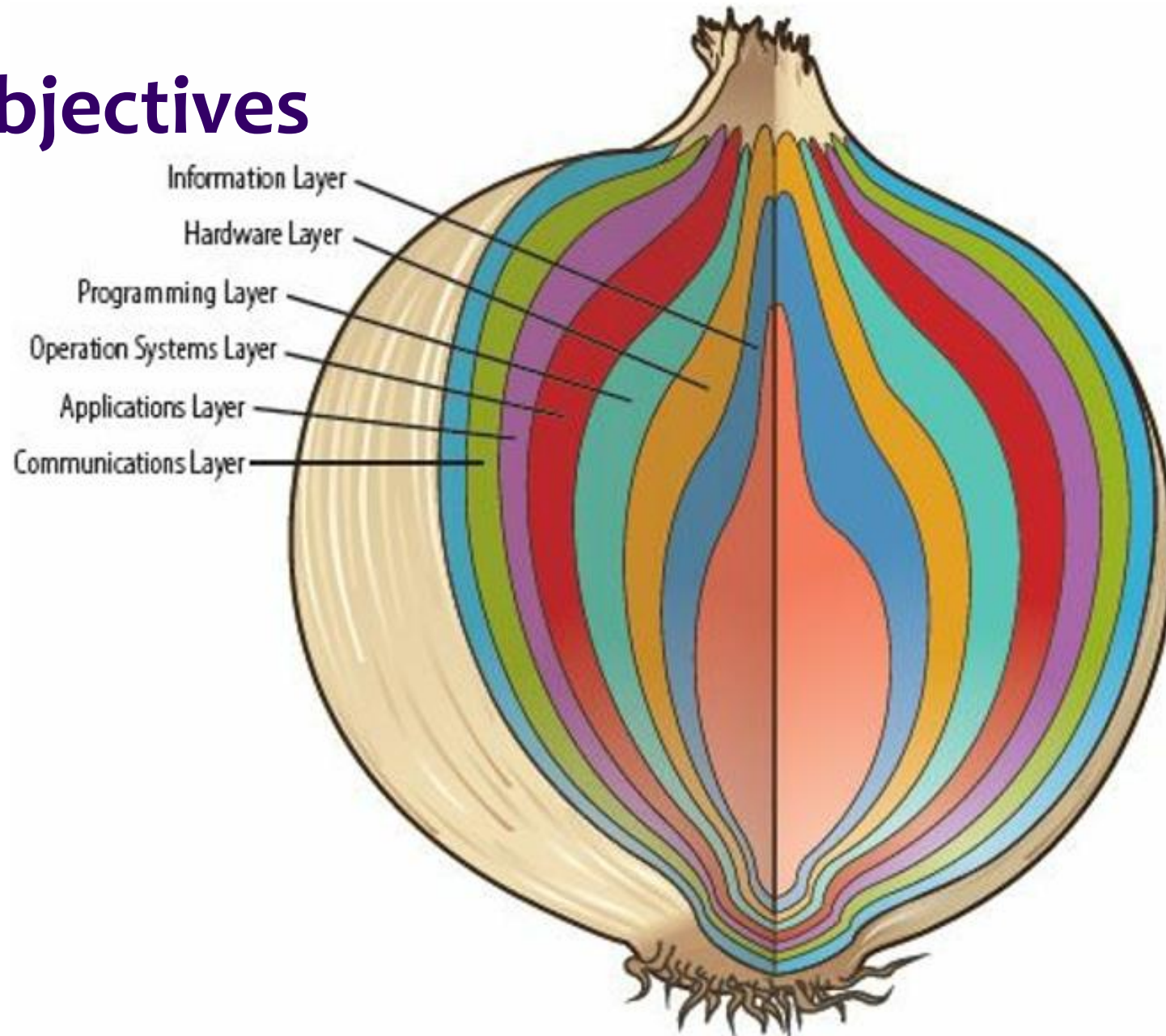
Course learning outcomes

- CLO1: Demonstrate an in-depth understanding of fundamental knowledge and history of computing, all career paths in computing and learning methodologies in university.
- CLO2: Describe basic hardware and software concepts and basic computing terminologies
- CLO3: Make a plan for his/her own future career and his/her works
- CLO4: Seek information from the Internet and manage his/her information.
- CLO5: Follow the discussions of instructors and classmates.

Objectives

- Introduction to fundamental concepts in computer hardware and software, computer science and engineering, basics of computing such as basic concepts, models, trends in industry.
- Introduction to majors and curricula, career path of all majors in computing, career orientation, job requirements and career opportunities in industry are also included in this course.

Objectives



Grading

- Quiz/Group work: 30%
- Midterm Examination: 30%
- Final Examination: 40%

Quiz/Group work

- Quiz: by individual
- Group work: 5-6 students/group.

At the end of lecture, a topic/a quiz is given.

All of groups/every student must prepare the solutions and present/submits the solutions to the lecturer.

Midterm Examination

- Multiple choices
- Duration: 45-60mins

Final Examination

- Multiple choices
- Duration: 75-90mins
- 30% multiple choices → doing exam
- 70% presentation → group activity in class, from week 11 to week 15

Course outline

Session 1: The Big Picture

Session 2: Information Layer

Session 3: Hardware Layer

Session 4: Programming Layer

Session 5: Operating System Layer

Session 6: Majors and Curriculum, Career Paths
and Orientation Careers at a Hardware, Network
and Software Company

Networking + Information System and Application