Subject Description Form

Subject Code	COMP1001					
Subject Title	Problem Solving Methodology in Information Technology					
Credit Value	3					
Level	1					
Pre-requisite / Co-requisite/ Exclusion	Nil					
Objectives	The subject aims to equip students with no prior experience on computer programming with fundamental computational and skills. In particular, the students will learn how to formulate solutions to computable problems and how to implement them in a high-level programming language.					
Intended Learning Outcomes	Upon completion of the subject, students will be able to:					
	a. develop computer solutions to problems of low-to-moderate complexity and implement them using Python;					
	b. acquire the basic Python programming skills to implement solutions using suitable data types and constructs.					
Subject Synopsis/ Indicative Syllabus	1. Introduction to computational thinking Formulating problems for computers to solve them; logically organizing and analyzing data; representing data through abstractions; automating solutions through algorithmic thinking; implementing efficient solutions; generalizing the problem-solving process					
	2. Problem solving through Python Computing with numbers and strings; lists and files; functions; decision structures; loop structures and Booleans; data collections; graphic objects					
	3. Program design Problem analysis and specification; top-down design; bottom-up implementation					
Teaching/Learning Methodology	The 39-hour lecture will cover the main concepts and ideas in solving problems with computers and illustrate them using many examples. The students will also be given time to practice those concepts and ideas right away. The 12-hour laboratory will be used to mainly cover graphic objects and program design.					

Assessment Methods in Alignment with Intended Learning	Specific assessment methods/tasks	% weighting	Intended subject learning outcomes to be assessed (Please tick as appropriate)						
Outcomes			a	b					
	1. Continuous Assessment (such as assignments, quizzes and mini-projects)	55%	√	√					
	4. Examination	45%	√	√					
	Total	100 %			1		I		
Assignments and quizzes are designed to help achieve learning outcomes whereas the two mini-projects are designed for achieving (a). The examination will cover both (a) and (b).									
Student Study	Class contact:								
Effort Expected	 Lecture 					39 Hrs.			
	■ Tutorial					0 Hrs.			
	 Laboratory 					13 Hrs.			
	Other student study effort:								
	Self studying					53 Hrs.			
	Total student study effort					105 Hrs.			
Reading List and References	1. [John Zelle. 2010. Python Programming: An Introduction to Computer Science 2nd Edition. Franklin, Beedle & Associates Inc., Wilsonville, OR, USA.								
	2. Allen B. Downey. 2014. <i>Think Python: How to Think Like a Computer Scientist</i> . Green Tea Press.								
	3. William F. Punch and Richard Enbody. 2012. <i>The Practice of Computing Using Python 2nd Edition</i> . Addison Wesley.								
	4. Paul Gries, Jennifer Campbell, and Jason Montojo. 2013. <i>Practical Programming: An Introduction to Computer Science Using Python 3</i> . Pragmatic Bookshelf.								
	 R. G. Dromey. How to Solve It by Computer. 1982. Prentice-Hall International, Englewood Cliffs, NJ, USA. 								