# Introduction to Computing Section 0 - Syllabus



## School of Computer Science and Engineering

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O1.610, A2.708





#### Instructor

- Assoc. Prof. Dr. Huynh Kha Tu (<u>hktu@hcmiu.edu.vn</u>),
- Head, Office of Academic Affairs, Lecturer of School of CSE
- Director & Founder, AloT Lab VN ((https://aiotlab.vn/)

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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

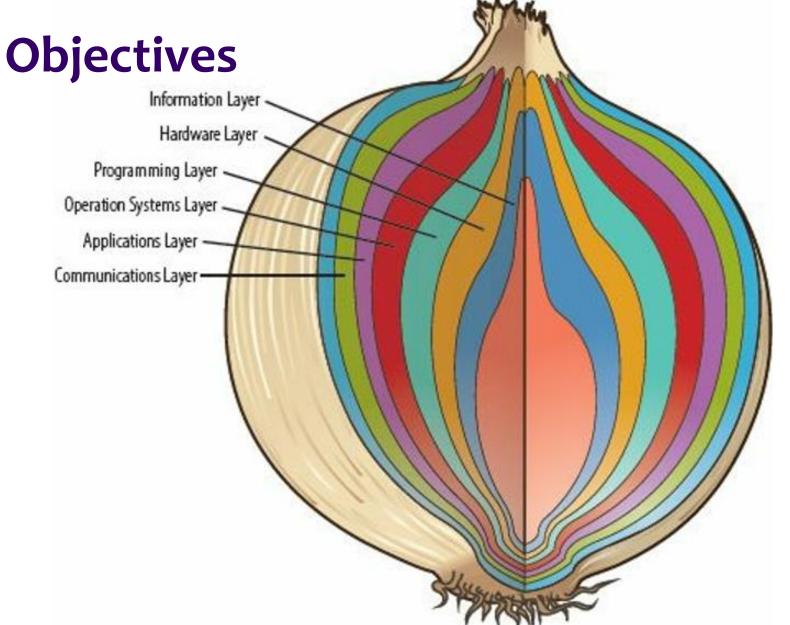
- CLO1: Demonstrate an in-depth understanding of fundamental knowledge and history of computing, all career paths in computing and learning methodologies in university.
- CLO2: Describe basic hardware and software concepts and basic computing terminologies
- CLO3: Make a plan for his/her own future career 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.







## 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.





- Multiple choices
- Duration: 45-60mins

## **Final Examination**



- Multiple choices
- Duration: 75-90mins
- 50% multiple choices → doing exam
- 50% presentation → group activity in class, from class session 8 to class session 12



#### **Course outline**

Chapter 1: The Big Picture

Chapter 2: Information Layer

Chapter 3: Hardware Layer

Chapter 4: Programming Layer

Chapter 5: Operating System Layer

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

**Networking + Information System and Application**