

GP 106 : Computing		
Course Title	Computing	
Course Code	GP 106	
Course Credit	3	
Course Status	Core	
Prerequisite	None	
Synopsis	The aim of the module is to teach basic building blocks of a computer and software design so that the students will be able to formulate and solve complex engineering problems by using computers.	
Intended learning outcomes (ILO)	By the end of this course, students should be able to; <ul style="list-style-type: none"> 1) List the different building block of a computer and explain their functions 2) Solve simple engineering problems using existing software 3) Analyse complex engineering problems and construct algorithms to solve them 4) Apply structural programming constructs to build software applications 	
Week	Topics	
1	Course Introduction	
	Introduction to Computing	
2	Introduction to Computing	
3	Problem solving with a mathematical package (as a calculator)	
4	Problem solving with a mathematical package (as a calculator)	
5	The fundamentals of algorithms	
6	The fundamentals of algorithms	
	Introduction to a high-level programming language	
7	Introduction to a high-level programming language	
8	Introduction to a high-level programming language	
9	Introduction to a high-level programming language	
	Problem solving with programs	
10	Problem solving with programs	
11	Problem solving with programs	
12	Problem solving with programs	
13	Scientific programming with a mathematical package	
14	Scientific programming with a mathematical package	
15	Scientific programming with a mathematical package	
Teaching - Learning Approach		Contact hours per semester
	Lectures (L)	25
	Tutorial (T)	10
	Practical (P)	20
	Total	55
Assessment		Percentage
	Projects/coursework/Practical	2*10=20
	Assignment(s) / Quiz (s)/ Participation	4*5=20
	Mid Semester Examination	20
	End-Semester Examination	40
	Total	100