



# HANYANG UNIVERSITY

## Hanyang International Summer School

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<b>Course Information</b>	<b>Class No.</b>	18062	<b>Course Code</b>	CSE1002	<b>Credits</b>	3
	<b>Course Name</b>	Introduction to Computer Science				
	<b>Lecture Schedule</b>	Mon-Thu / 9:00~12:00 AM				
	<b>Course Description</b>	Provide an introduction to computer science for beginners (preferably, non-computer science majors): - a selection of fundamental concepts in computer science - a basic introduction to programming - algorithmic problem solving and application in other areas  The course evaluation scheme (%) may change throughout the term				
	<b>Course Objective</b>	The primary goal is to give students a basic introduction to fundamental concepts in computer science, algorithmic thinking, and some programming (tentative).				
	<b>Prerequisite</b>	None. This course is for those with very little or no experience in programming.				
	<b>Materials/Textbooks</b>	Invitation to Computer Science by Schneider and Gersting, Cengage (recommended, not required)				
<b>Evaluation</b>	<b>Attendance</b>	10 %	<b>Quiz</b>	%		
	<b>Assignment</b>	20 %	<b>Mid-term Exam</b>	30 %		
	<b>Presentation</b>	%	<b>Final Exam</b>	40 %		
	<b>Group Project</b>	%	<b>Participation</b>	%		
	<b>Etc.</b>	<b>Evaluation Item</b>			<b>Ratio</b>	
<b>Daily Lecture Plan</b>	<b>Week 1</b>	Day 1	Opening Ceremony			
		Day 2	Overview of computer science/Algorithm discovery and design			
		Day 3	Algorithmic problem solving			
		Day 4	Measuring efficiency			



	<b>Week 2</b>	Day 1	Introduction to computer organization
		Day 2	Binary, boolean, gates
		Day 3	Von Neumann, machine languages
		Day 4	Midterm Exam
	<b>Week 3</b>	Day 1	Programming examples I
		Day 2	Programming examples II
		Day 3	Introduction to system software
		Day 4	Computer networks, Dijkstra's shortest path
	<b>Week 4</b>	Day 1	Model of computation
		Day 2	Turing machine, Halting
		Day 3	Introduction to compilers
		Day 4	Final Exam