

# **COMP 1021 – Introduction to Computer Science**

School:	School of Engineering	
Subject Area:	Computer Science and Engineering	
Course Credit:	3	
Instructor:	WANG Shuai	
Pre-requisite/co-requisite:	Nil	

# Notes:

• The syllabi provided here is for reference only and may be subject to changes and adjustments as determined by the course instructors.

# The Hong Kong University of Science and Technology

# **UG Course Syllabus**

#### **Introduction to Computer Science**

**COMP 1021** 

3 Credits

Exclusion(s): COMP 1022P, COMP 1022Q (prior to 2020-21), COMP 2011, COMP 2012H

For L01 to L04: Name: David ROSSITER Email: rossiter@cse.ust.hk

For LO5 to LO8: Name: Gibson LAM Email: gibson@cse.ust.hk

For L09 to L10: Name: LAM Ngok Email: lamngok@cse.ust.hk

For L11 to L12: Name: Cecia CHAN Email: kccecia@cse.ust.hk

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For L15: Name: LUO Qiong Email: luo@cse.ust.hk

## **Course Description**

This course introduces students to the world of computer science. Students will experience a range of fun and interesting areas from the world of computing, such as game programming, web programming, user interface design and computer graphics. These will be explored largely by programming in the Python language.

# **List of Topics**

- Introduction to Python
- Introduction to Turtle Graphics
- Comments and Text
- Making Decisions
- Loops
- Lists and Tuples
- Slicing
- Functions
- Data Types
- File Handling
- Dictionaries
- State Diagrams
- Turtle Object Creation
- Event Handling
- Stacks

- Advanced Operators
- Objects
- Recursion

# **Intended Learning Outcomes (ILOs)**

On successful completion of this course, students are expected to be able to:

- 1. Demonstrate programming skills, with an emphasis on the Python programming language
- 2. Write programs in interesting areas such as game programming, computer graphics and user interface design

#### **Assessments:**

There are two ways to assess each student:

- Scheme A (more midterm %): Midterm 24%, Lab projects 36%, Final exam 40%
- Scheme B (less midterm %): Midterm 0%, Lab projects 42%, Final exam 58%

The course will automatically choose the highest mark of these two assessment schemes.

Assessment Task	Contribution to Overall Course grade (%)	
Assessment rask	Scheme A (more midterm %)	Scheme B (less midterm %)
Labs x 3	36% (12% for each lab)	42% (14% for each lab)
Midterm examination	24%	0%
Final examination	40%	58%

# **Required Texts and Materials**

Interactive Python Programming for Beginners, written by Gibson Lam and David Rossiter

## **Additional Resources**

N/A