

## 1. COURSE

CS100. Computing Foundations (Mandatory)

## 2. GENERAL INFORMATION

- 2.1 Course : CS100. Computing Foundations  
 2.2 Semester : 1<sup>er</sup> Semestre.  
 2.3 Credits : 2  
 2.4 Horas : 3 HT;  
  
 2.5 Duration of the period : 16 weeks  
 2.6 Type of course : Mandatory  
 2.7 Learning modality : Face to face  
 2.8 Prerequisites : None None

## 3. PROFESSORS

Meetings after coordination with the professor

## 4. INTRODUCTION TO THE COURSE

La Ciencia de la Computación es un campo de estudio enorme con muchas especialidades y aplicaciones. Este curso brindará a sus participantes, una visión panorámica de la informática y mostrará sus campos más representativos, como son: Algoritmos, Estructuras de Datos, Sistemas Operativos, Bases de Datos, etc.

## 5. GOALS

- Brindar un panorama del área del conocimiento que es cubierta en la ciencia de la computación.

## 6. COMPETENCES

- 1) Analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions. (**Familiarity**)
- 4) Recognize professional responsibilities and make informed judgments in computing practice based on legal and ethical principles. (**Familiarity**)
- 5) Function effectively as a member or leader of a team engaged in activities appropriate to the program's discipline. (**Familiarity**)
- 6) Apply computer science theory and software development fundamentals to produce computing-based solutions. (**Familiarity**)
- 7) Develop computational technology for the well-being of all, contributing with human formation, scientific, technological and professional skills to solve social problems of our community. (**Familiarity**)

## 7. TOPICS

Unit 1: (2)	
Competences Expected:	
Topics	Learning Outcomes
<ul style="list-style-type: none"> <li>• Introducción a la computación.</li> <li>• Historia de la computación.</li> </ul>	<ul style="list-style-type: none"> <li>• Encourage students to study Computer Science. [Familiarity]</li> </ul>
Readings : [Bro15]	

<b>Unit 2: Lógica básica (2)</b>	
<b>Competences Expected:</b>	
<b>Topics</b>	<b>Learning Outcomes</b>
<ul style="list-style-type: none"> <li>• Lógica proposicional.</li> <li>• Conectores lógicos.</li> <li>• Tablas de verdad.</li> <li>• Forma normal (conjuntiva y disyuntiva)</li> </ul>	<ul style="list-style-type: none"> <li>• Convertir declaraciones lógicas desde el lenguaje informal a expresiones de lógica proposicional y de predicados [Familiarity]</li> <li>• Aplicar métodos formales de simbolismo proposicional y lógica de predicados, como el cálculo de la validez de formulas y cálculo de formas normales [Familiarity]</li> </ul>
<b>Readings :</b> [Bro15]	

## 8. WORKPLAN

### 8.1 Methodology

Individual and team participation is encouraged to present their ideas, motivating them with additional points in the different stages of the course evaluation.

### 8.2 Theory Sessions

The theory sessions are held in master classes with activities including active learning and roleplay to allow students to internalize the concepts.

### 8.3 Practical Sessions

The practical sessions are held in class where a series of exercises and/or practical concepts are developed through problem solving, problem solving, specific exercises and/or in application contexts.

## 9. EVALUATION SYSTEM

\*\*\*\*\* EVALUATION MISSING \*\*\*\*\*

## 10. BASIC BIBLIOGRAPHY

[Bro15] J. G. Brookshear. *Computer Science: An Overview*. 12th. Addison-Wesley, 2015.