

# **Problem Solving for Computing**

# **Module Information**

2022.01, Approved

# **Summary Information**

Module Code	4511COMECA
Formal Module Title	Problem Solving for Computing
Owning School	Computer Science and Mathematics
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 4
Grading Schema	40

### Teaching Responsibility

LJMU Schools involved in Delivery	
LJMU Partner Taught	

### Partner Teaching Institution

Institution Name	
Education Centre of Australia Pty Ltd	

# **Learning Methods**

Learning Method Type	Hours
Online	44

# Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
JAN-PAR	PAR	January	12 Weeks

### **Aims and Outcomes**

### After completing the module the student should be able to:

### Learning Outcomes

Aims

Code	Number	Description
MLO1	1	Use computational thinking to design solutions to problems.
MLO2	2	Implement design solutions in a suitable programming language.
MLO3	3	Develop test plans.

## **Module Content**

Outline Syllabus	Computational thinking – decomposition, pattern recognition, abstraction, algorithmsTop-down design/successive refinementPseudo-code and diagram techniquesPractical exercises using compound control structurePractical exercises using methods/functionsSolving problems with classes/objectsPractical exercises using classes/objectsPractical exercises on error handlingTesting – test data, test cases, test plans, test strategies (unit, system)Practical exercises on testing
Module Overview	
Additional Information	The practical exercises will be related such that they lead to the development of a larger software implementation.

### Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Technology	Design Model	40	0	MLO1
Report	Software Implementation	60	0	MLO2, MLO3

### **Module Contacts**

### Module Leader

Contact Name	Applies to all offerings	Offerings
Denis Reilly	Yes	N/A

#### Partner Module Team

Contact Name	Applies to all offerings	Offerings
--------------	--------------------------	-----------