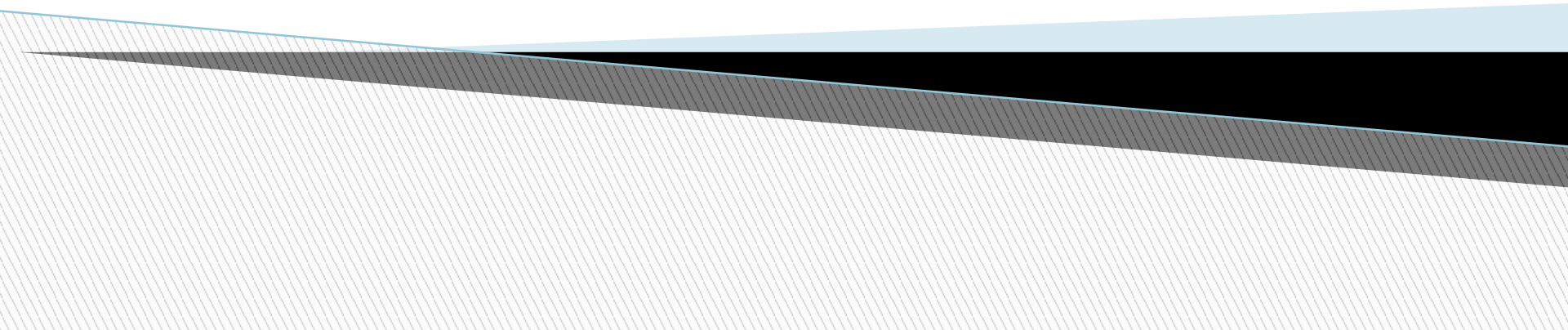


Computational and Problem Solving(SDP1)

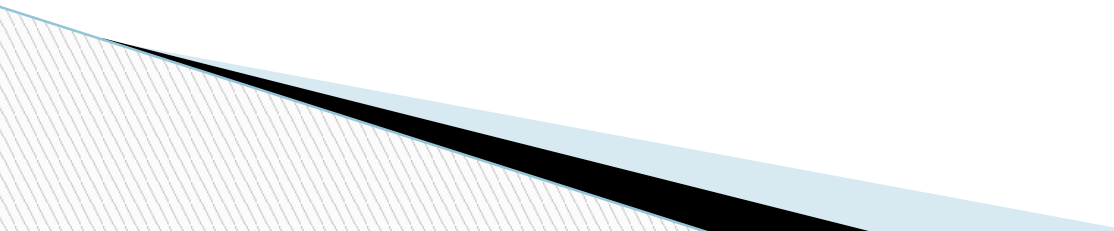
Senior-lecturer: Sarsenova Zhibek
e-mail: zhibeksarsenova@gmail.com

The bottom of the slide features a decorative graphic consisting of several overlapping, wavy, horizontal bands. From top to bottom, the bands are light blue, black, dark grey, and a light grey band with a fine diagonal line pattern.

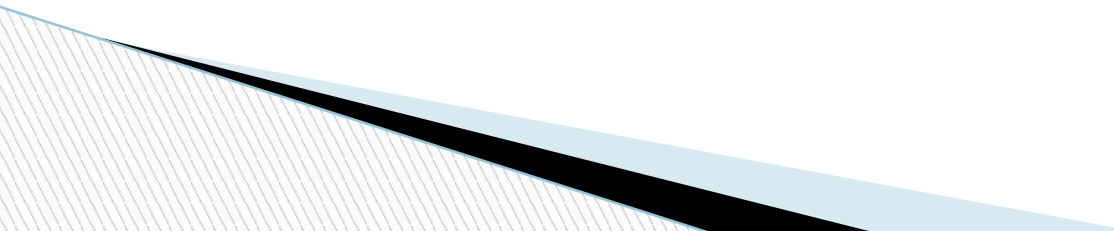
Course goals and objectives

- To learn the basics of HTML tags, CSS and Java Script to create web pages.
 - To develop professional, interactive websites that meet customer needs
 - To do research cutting-edge issues
 - To become aware of your behavior and how others perceive it
 - To learn what appropriate behavior in a professional environment looks like
 - To do research, to develop, to organize, and to deliver compelling, evidence-based presentations and documents
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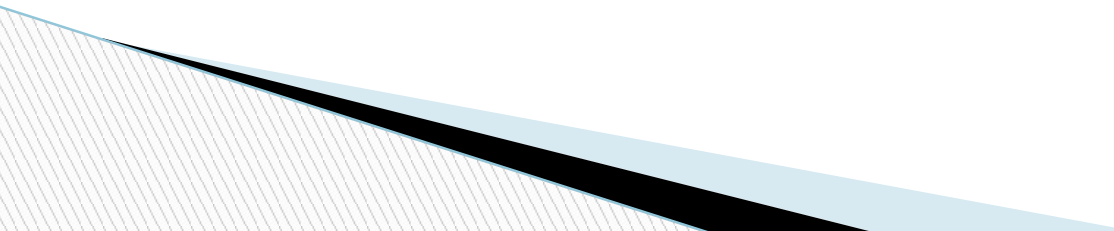
Learning Outcomes:

- ❑ Organize, browse, edit and manage a variety of file types
 - ❑ Develop, validate and debug simple interactive websites using HTML, CSS and JavaScript
 - ❑ Describe basic software-development tools, processes, and concepts such as debugging, data representation, source code, executable code, verifiers
 - ❑ Deliver short, easy presentations and documents that are well considered, compelling and supported by evidence
 - ❑ Search and evaluate information
 - ❑ Present findings in an organized and compelling manner
 - ❑ Discuss the notion that every problem has multiple solutions, each with its own advantages and disadvantages, and that success is tied to finding the technical solution that best fits into the non-technical dimensions of a specific problem
- 

After completing the course the students must know

- HTML
 - Cascading Style Sheets (CSS),
 - JavaScript,
 - JQuery.
- 

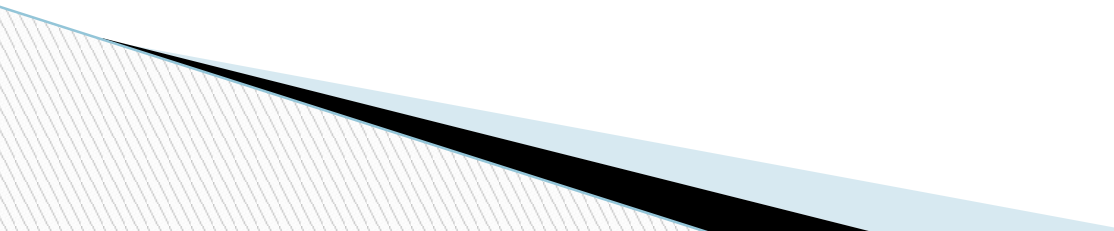
Course description

- Computation and Problem Solving is a 15-week course in which you will learn problem-solving approaches and tools, professional communications, and professional behavior. You will learn the world of professional deliverables, processes and behavior by joining the fictional company iCarnegie Consulting (iC) as a junior intern. In this role, you will solve problems using tools such as HTML, Cascading Style Sheets (CSS), JavaScript, and JQuery.
- 

Course policy

- ❑ **Students are forbidden to:**
- ❑ come to class without a textbook or a printout of an e-book from dl.iitu.kz. A student without a textbook/dl handouts gets the mark “0” for class participation;
- ❑ submit any tasks after the deadline. Late submissions are graded down.
- ❑ cheat. Plagiarized papers shall not be graded;
- ❑ be late for classes. Being tardy three times amounts to one absence;
- ❑ retake any tests, unless there is a valid reason for missing them;
- ❑ use mobile phones in class;
- ❑ chew gum in class.

Students should always

- ❑ be appropriately dressed (formal/semi-formal styles are acceptable);
 - ❑ show consideration for and mutual support of teachers and other students;
 - ❑ let the teacher know of any problems arising in connection with their studies.
- 

Grading System

Letter Grade	Numerical equivalent	Percentage	Grade according to the traditional system
A	4,0	95-100	Excellent
A-	3,67	90-94	
B+	3,33	85-89	Good
B	3,0	80-84	Good
B-	2,67	75-79	
C+	2,33	70-74	Satisfactory
C	2,0	65-69	Satisfactory
C-	1,67	60-64	
D+	1,33	55-59	
D	1,0	50-54	Satisfactory
F	0	0-49	Fail

COURSE GRADING for Midterm

Project/Deliverables	Grade	Percent of Grade
Exercises of Project 1, (1-9)	3	10%
Project 01: HTML Customer Website	4	13,3%
Quiz 1	2	6,7%
Exercises of Project 2, (10-18)	3	10%
Project 02: CSS Customer Website	4	13,3%
Quiz 2	<u>2</u>	6,7%
Midterm Test	5	16,7%
Midterm Practice	7	23,3%
Total	30	100%

COURSE GRADING for End of term

Project/Deliverables	Grade	Percent of Grade
Exercises of Project 3, (20-32)	3	10%
Project 03: Javascript Customer Website	4	13,3%
Quiz 3	4	13,4%
Exercises of Project 4, (34-45)	3	10%
Project 04: Your web page	4	13,3%
Endterm	12	40%
Total	30	100%

COURSE GRADING for Final

Project/Deliverables	Quantity of questions	Grade	Percent of Grade
Final Test	30	40	100%
Total		40	100%

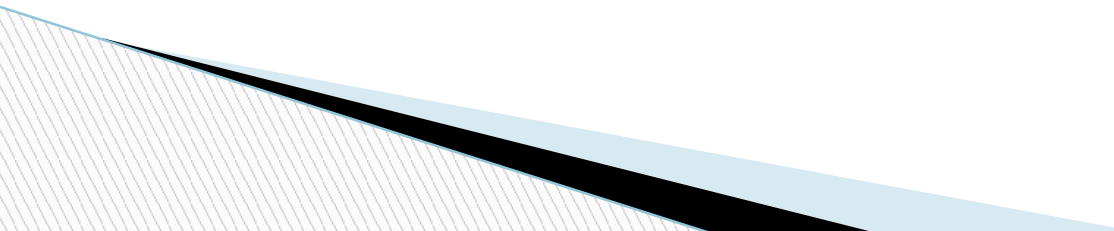
Attendance

- If the number of absences exceeds 20%, student will be automatically scheduled for a Retake (summer semester)

For All Deliverables

- Submit all tasks before deadlines
- Due at the time specified by the instructor.
- -10% of earned grade per day for late submissions

Syllabus

- is your guide to a course and what will be expected of you in the course. Generally it will include course policies, rules and regulations, required texts, and a schedule of assignments. A syllabus can tell you nearly everything you need to know about how a course will be run and what will be expected of you.
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Syllabus

Student Syllabus for the course «SDP 1214 Computation and Problem Solving»



1. General information

Faculty	Information Technology
Major code and title	5B070300 «Information Systems», 5B060200 «Computer Science», 5B050900 IT Finance, 5B050700 IT Management, 5B070500 Mathematical and Computer Modeling
Year, semester	1 year, fall semester
Subject category	Basic courses, Elective course
Number of Credits	3
Language of Delivery:	English
Prerequisites:	There are no prerequisites or co-requisites for this course.
Postrequisites	SDP01: Computation and Problem Solving
Lecturer	<u>Sarsenova Zhibek Nurzhanovna</u> , lecturer, Master of Technical Sciences , office 802, zhibeksarsenova@gmail.com , 10.00-14.00, Monday, 9.00-16.00 Tuesday, 10.00-17.00 Wednesday , 8.00-16.00 Tuesday and 10.00-14:00 Friday <u>Tolebaveva Karlyga</u> , senior-lecturer, Master of Technical Sciences , office 802, t.karlyga@gmail.com , 08.00-14.00, Monday, 08.00-14.00 Tuesday, 08.00-15.00 Wednesday , 8.00-17.00 Tuesday and 08.00-13:00 Friday <u>Saimassaveva Sholpan Maulenovna</u> , senior-lecturer, Master of Technical Sciences , office 802, saimassaveva@gmail.com , 15.00-20.10 Monday, 10.00-18.10 Wednesday , 14.10-18.10 Tuesday and 13.00-18:10 Friday
Instructors	<u>Sarsenova Zhibek Nurzhanovna</u> , lecturer, Master of Technical Sciences , office 802, zhibeksarsenova@gmail.com , 10.00-14.00, Monday, 9.00-16.00 Tuesday, 10.00-17.00 Wednesday , 8.00-16.00 Tuesday and 10.00-14:00 Friday <u>Tolebaveva Karlyga</u> , senior-lecturer, Master of Technical Sciences , office 802, t.karlyga@gmail.com , 08.00-14.00, Monday, 08.00-14.00 Tuesday, 08.00-15.00 Wednesday , 8.00-17.00 Tuesday and 08.00-13:00 Friday <u>Saimassaveva Sholpan Maulenovna</u> , senior-lecturer, Master of Technical Sciences , office 802, saimassaveva@gmail.com , 15.00-20.10 Monday, 10.00-18.10 Wednesday , 14.10-18.10 Tuesday and 13.00-18:10 Friday

2. Goals, objectives and learning outcomes of the course

Main sources to submit or take tasks

- ▣ dl.iitu.kz
- ▣ moodle.robomatter.com

Literature



www.w3schools.com

