

TCSS6AC COMPUTER SCIENCE 2

TCSS6AC		Duration : 30 hours	ECTS Credits : 3.5	Semester : S6
Computer Science 2				
Person(s) in charge:				
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Keywords : Computer Science, programming, data structures, scientific questions				
Prerequisites : Programing notions in Python				
Objective : Global computer science course through the example of a programing language				
Program and Content :				
Data oriented conception : abstract model of the world, precision and coverage of the representation. Example of a tutorial : animal population model, dynamic of population.				
Computational recursion, conceptual strength, self referencing problems, link with maths and logic. Recursive structure, trees, graphs, inductive reasoning, choice of display. Example of a tutorial : L-systems, living creatures modelisation by rewriting rules				
Computational networks, OSI models, notions of adress, communication protocol, port. Example of a tutorial: Communication between programs through sockets, internet access.				
Bio-inspired algorithms, binary cellular automaton, neuronal networks and genetical algorithms. Example of a tutorial: placement of nodes in a graph.				
Robotics, reactive programming, call-back. Example of a tutorial: movement of a robot, trajectory conception, A* algorithms.				
Abilities :				
Levels		Description and operational verbs		
Know		Fundamental aspects of computer science: programming notions, calculus notions, links between math and computer science. Current scientific questions like complexity, bio-inspired algorithms, language processing.		
Understand		Computational networks, layered model Interactions between the real world and the computational world.		
Apply		Programming with Python. Mastery of a programming environment: edition, execution, debug, project organization, executables synthesis.		
Analyze		Definition of data structures, display choices. Specifications of an issue, abstract models conception. Functional analysis of problems.		
Summarise		A computational solution for elementary problems. Nested looped algorithms. Network protocol.		
Assess		The complexity of a computational problem, the quality of an algorithm, network protocol.		
Evaluations :				
<input type="checkbox"/> Written test		<input checked="" type="checkbox"/> Continuous Control	<input checked="" type="checkbox"/> Oral report	<input type="checkbox"/> Project
				<input type="checkbox"/> Written report