# SU Department of Computer Science Syllabus
## COSC 116 Introduction to Computer Systems

Description: This course introduces fundamental concepts of computer science, evolution of digital world and digital citizenship. Topics include computer hardware, digital communication, networks; software application usage, web page development and programming, ethical, legal, and social issues of computing. Three hours lecture and two hours lab per week.

Prerequisites: None

Required Textbook: New Perspectives on Computer Concepts 2018: Introductory (20th ed.), by June Jamrich Parsons, ISBN 9781305956391

|  | Weeks |
|---|---|
| 1.Computer Concepts | 4.0 |

Impact of Digital Technology, A History of Computation, Computer
Hardware Devices, von Neumann Computer Architecture (processors,
memory, storage, input/output), Operating System, File Management and
Software Applications and Apps.
Introduction to spreadsheet and database software applications

| 2.Introduction to the Internet and Web Developments | 4.0 |
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Introduction to the essential technologies that are the foundation of the World
Wide Web. Design and create a website using HTML and CSS

| 3.Programming | 4.0 |
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Introduction to computational thinking, problem solving strategies, software
programming process. Object-oriented programming using an object-oriented
language.

| 4.Digital Communication and Digital Citizenship | 2.0 |
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Exploration of digital communication, networking, digital transformation
such as cloud, e-commerce, and AI. Discussion on digital citizenship such as
ethical, legal, and social issues in digital world

## Grading Scale

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| A  = 920– 1000 | C+ = 770– 799 |
| A- = 900– 919 | C   = 700– 769 |
| B+ = 870– 899 | D   = 600– 699 |
| B   = 820– 869 | F    = 0– 599 |
| B-  = 800– 819 | |