

Course specification
(1102 Discrete structure)

Faculty	<i>HICIT - Higher Institute for Computers & Information Technology – El-Shorouk Academy</i>
Programme(s) on which the course is given:	Undergraduate program in Computer Science
Major or minor element of programme:	Compulsory
Department offering the programme	Department of Computer Science
Department offering the course:	Department of Computer Science
Year / Class	1 st Year – 1 st Semester
Date of specification approval	1/8/2022

A- Basic Information

Title: Discrete structure	Code: 1102		
Weekly Hours:			
Lecture: 3	Exercise: 2	Practical:	Total: 5

B- Professional Information

1- Course Aims:

Upon successful completion of CS1102, students should understand the basic concepts of: -

- Set Theory, Relations, and Functions.
- Vectors and Matrices.
- Graph Theory.
- Combinatorial Analysis.
- Algebraic Systems, Formal Languages.
- Propositional Calculus.
- Boolean Algebra.

2- Program ILOs Covered by Course

<i>Program Intended Learning Outcomes</i>			
Knowledge and understanding	Intellectual Skills	Professional and practical skills	General and Transferable skills
A1, A4	B1, B7, B8	C16	D11

3- Intended learning outcomes of course (ILOs)

a. Knowledge and Under-Standing:

- a1. Identify the sets, relations, and functions. [A1, A4]

a2. Describe the graphical systems. [A1]

a3. Explain the principles, concepts, and practical design of Boolean and logical systems. [A1, A4]

b. Intellectual Skills:

b1. Analyze the problems including Sets, Relations, and Functions. [B1, B7]

b2. Identify appropriate methods of proof. [B7, B8]

b3. Identify a range of solutions and critically evaluate and justify proposed design solutions. [B8]

c- Professional and practical skills

c1. Solve related problems in sets, sequences, and series. [C16]

d- General and transferable skills

d1. Communicate effectively by oral, written, and visual means. [D11]

d2. Work effectively as an individual and as a member of a team. [D11]

d3. Develop Creativity and imagination skills, Self-assessment ability and Critical thinking and analytic ability. [D11]

4- Contents

Topic	Hours	Lec.	Exc/Lab
SET THEORY <ul style="list-style-type: none">Sets and elementsUniversal set, empty set, and Subsets.Venn diagrams, Set operations, Algebra of sets, Duality.Finite sets, counting principle, Classes of sets, power sets.Arguments and Venn diagramsMathematical induction	10	6	4
RELATIONS <ul style="list-style-type: none">Product sets. Relations. Pictorial representations of relations.Inverse relations. Composition of relations.Properties of relations. Partitions. Equivalence relations.Partial ordering relationsn-array relations.	10	6	4
FUNCTIONS <ul style="list-style-type: none">Functions, Graph of function.One-to-one, onto and invertible functions.Indexed classes of sets.Cardinality.			

PROPOSITION CALCULUS <ul style="list-style-type: none"> • Statement and compound statements • Conjunction p AND q. Disjunction, p OR q Negation, NOT p. • Propositions and truth tables. • Tautologies and contradictions. Logical equivalence. • Algebra of propositions. • Conditional and biconditional statements. 	10	6	4
VECTORS AND MATRICES <ul style="list-style-type: none"> • Vectors, Matrices. Matrix addition and scalar multiplication. • Summation symbol. Matrix multiplication. • Transpose, Square matrices. • Invertible matrices. Determinants. 	5	3	2
GRAPH THEORY <ul style="list-style-type: none"> • Graphs and multigraphs. Degree, Connectivity. • The bridges of Konigsberg, traversable multigraphs. • Special graphs. Matrices and graphs. • Labeled graphs. Isomorphic graphs. • Directed graphs. 	10	6	4
COMBINATORIAL ANALYSIS <ul style="list-style-type: none"> • Fundamental principle of counting. • Binomial coefficients. • Permutations. • Combinations • Ordered Partitions. • Tree diagram. 	10	6	4
BOOLEAN ALGEBRA <ul style="list-style-type: none"> • Basic definitions • Duality • Basic Theorems. • Boolean Algebra as lattices. • Representation Theorem. Disjunctive normal form for sets. • Minimal Boolean expressions. • Karnaugh maps. 	10	6	4
SELECTED TOPIC	5	3	2

5- Teaching and learning methods

Teaching and learning methods	Used
Active Learning	
Lectures (blending learning – online learning using virtual classroom)	√
Tutorial Exercises (hybrid learning – online learning)	√
Practical Lab (blending learning – online learning)	-
Exercises	√
Discussions.	√

Self – Learning strategy	
Reading material	-
Websites search	√
Research and reporting	√
Self-studies	√
Experimental strategy	
Group work	-
Presentation	-
Problem solving strategy	
Problem solving / problem solving learning based	√
Case study	√
Synchronous E-Learning	
Virtual lab	-
Virtual class	-
Chat Room	√
Video lectures	√
Asynchronous E-Learning	
E-Learning	√

6- Student assessment methods

Methods	Assessment	Used
Electronic Midterm Exam	To assess the knowledge and understanding achieved by the student during the previous weeks. (Online on e-learning hub)	√
Pencil-to-Paper Final Exam	To evaluate what the student gain at the end of the course, and to assess the knowledge and understanding, general skills, and intellectual skills.	√
Course Project	To allow students work in team, and to evaluate knowledge, understanding, intellectual, and transferable skills. (Online on e-learning hub, FTF)	-
Electronic Course Work & Quizzes	To keep the student always in the course, and to evaluate knowledge, understanding, intellectual, and transferable skills. (Online on e-learning hub)	√
Practical Exam	To measure the ability of students to design and implement a software program (FTF).	-
Participation	To assess the knowledge and understanding achieved by the student during the previous weeks.	√

Assessment Schedule

Assessment	Week #
Participation	3 - 14
Electronic Mid Term Exam	8
Final Exam	16
Electronic / hard copy Course Work & Quizzes	2 - 14

Assessment Weight

Assessment	Weight %
Participation	5 %
Electronic Mid Term Exam	10 %
Final Exam	80 %
Electronic / hard copy Course Work & Quizzes	5 %
Total	100

- Course Work & Quizzes:
 - o Short Exams, Assignments, Research, Reports, Presentations on e-learning hub
 - o Class / Project discussion in a virtual classroom

7- 6- List of references

Essential books (textbooks)	<ul style="list-style-type: none"> • Lipschutz, Seymour, and Marc Lipson. <i>Schaum's outline of discrete mathematics</i>. McGraw Hill Professional, 2021. • Epp, Susanna S. <i>Discrete mathematics with applications</i>. Cengage learning, 2010.
Recommended books	<ul style="list-style-type: none"> • Knuth, Donald E. <i>Art of computer programming, volume 2: Seminumerical algorithms</i>. Addison-Wesley Professional, 2014. • Rosen, Kenneth H., ed. <i>Handbook of discrete and combinatorial mathematics</i>. CRC press, 2017. • Edition, Seventh, and Kenneth H. Rosen. "Discrete Mathematics and Its Applications.", Companion Web site: http://www.mhhe.com/math/advmath/rosen/ • Neville Dean, <i>Essence of Discrete Mathematics</i> Prentice Hall. ISBN 0-13-345943-8. Not as in depth as above texts, but a gentle intro. • Klette, R., and A. Rosenfeld (2004). <i>Digital Geometry</i>. Morgan Kaufmann. ISBN 1-55860-861-3. Also, on (digital) topology, graph theory, combinatorics, axiomatic systems. • Mathematics Archives, Discrete Mathematics links to syllabi, tutorials, programs, etc. http://archives.math.utk.edu/topics/discreteMath.html

	<ul style="list-style-type: none"> Graham, Ronald L., et al. "Concrete mathematics: a foundation for computer science." <i>Computers in Physics</i> 3.5 (1989): 106-107 Cheadle, Andrew M., et al. "A Tutorial Introduction." (2013). Grimaldi, Ralph P. <i>Discrete and Combinatorial Mathematics; An Applied Introduction</i>. Addison-Wesley Longman Publishing Co., Inc., 1985.
Periodicals, website	<ul style="list-style-type: none"> PowerPoint presentations of all course materials All tutorials material <p>[https://moodle.sha.edu.eg/course/view.php?id=1353]</p>

8- Required Facilities

To assess professional and practical skills given the following facilities:

a. Tools & SW (Technologies facilities):

- Data show and PC computer.
- Microsoft TEAMS to create virtual classrooms for lectures and tutorials.
- Portal (MOODLE) to make electronic quizzes and electronic midterm exam.
- Portal (MOODLE) to upload project deliverable and assignment.
- Academy portal (MOODLE) to upload electronic material.

b. Teaching facilities:

	<i>Lecture</i>	<i>class</i>	<i>Lab</i>
Whiteboard	used	used	-
Pc / laptop	used	used	-
Data show	used	used	-
Webinars	MS TEAMS	MS TEAMS	-
Social Media	Facebook Page for 3 rd year	Facebook Page for 3 rd year	-
Chat Room	Chat Teams	Chat Teams	-
Videos	Stream-MOODLE	Stream-MOODLE	-
Website	MOODLE	MOODLE	-

9- Course Matrices

a. Course Content / ILOs Matrix

Course Contents	Knowledge & understanding			Intellectual skills			Professional and practical skills	General		
	a1	a2	a3	b1	b2	b3	c1	d1	d2	d3
Set Theory	x		x	x	x			x		
Relations	x		x	x				x		
Functions	x		x	x				x		
Proposition Calculus		x		x	x	x	x		x	x
Vectors and Matrices		x	x		x	x	x			
Graph Theory		x	x		x	x	x	x	x	x
Combinatorial Analysis		x		x	x	x	x	x	x	x
Boolean Algebra		x		x	x	x	x			x
Selected Topic					x	x	x	x	x	

b. Learning Method / ILOs Matrix

Learning Methods	Knowledge & understanding			Intellectual skills			Professional and practical skills	General		
	a1	a2	a3	b1	b2	b3	c1	d1	d2	d3
Lectures	x	x	x	x	x	x	x			
Tutorial Exercises	x	x	x	x	x	x	x	x	x	x
Reading material	x	x	x	x	x	x	x			
Websites search	x	x	x	x	x	x		x	x	x
Research and reporting	x	x	x					x	x	x
Problem solving				x	x	x				
Group work							x	x	x	x
Presentations										
Practical Lab										
Discussions.				x	x	x	x	x	x	x

c. Assessment Methods / ILOs Matrix

Assessment Methods	Knowledge & understanding			Intellectual skills			Professional and practical skills	General		
	a1	a2	a3	b1	b2	b3	c1	d1	d2	d3
Electronic Mid Term Exam	X	X	X	X	X	X	X			
Final Exam	X	X	X	X	X	X	X			
Electronic Course Project										
Electronic Course Work & Quizzes	X	X	X	X	X	X	X	X	X	X
Practical Exam										

d. Course ILOs Vs Program ILOs

Course ILOs \ Prog ILOs		Knowledge & understanding		Intellectual skills			Professional and practical skills	General skills
		A1	A4	B1	B7	B8	C16	D11
K&U	a1	X	X					
	a2	X						
	a3	X	X					
Int.	b1			X	X			
	b2				X	X		
	b3					X		
P. &P.	c1						X	
General	d1							X
	d2							X
	d3							X

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