

Course specifications

Programme(s) on which the course is given	B.Sc. of Pure Mathematics & Computer Science, Physics and computer science
Major or minor element of programs	Major in B.Sc. of Pure Mathematics & Computer science
Department offering the program	Mathematics
Department offering the course	Mathematics
Academic year / Level	Level three & four
(3-4)	
Date of specification revision	September 2012
Date of specification approval	September 2012

A- Basic Information

Title:	Computation theory	Code:	M438
Credit Hours:	2	Total:	2 hr.
Lecture:	2	Tutorial:	-
Practical:	-	Other:	-

B- Professional Information

1 – Overall aims of course

The aim of this course is that student learns formal languages, formal models of computation, such as finite state automata, pushdown automata, and Turing machines, and their corresponding elements in formal languages (regular, context-free, recursively enumerable). Also, they learn the complexity hierarchy, Church's thesis and undecidability, and NP completeness. Students should practice theoretical basis of design and compiler construction.

2 – Intended learning outcomes of course (ILOs)

The student should be able to;

a- Knowledge and understanding:

a1- Know and Understand the relation between sets and languages.

a2- demonstrate the concept of grammars.

a3- Recognize models of computations.

a4- Explain the meaning of deterministic and non-deterministic finite automata, Push down automata

b- Intellectual skills

b1-Employ and Recognize some patterns by finite automata.

b2- Construct a grammars for some languages .

b3- Apply and Test a Turing machine for some computable function.

c- Professional and practical skills

c1- Design a lexical analyzer as a finite automata for certain pattern.

c2- Design a grammar for certain syntax of programming languages.

c3- Choose and apply some well-kown NP-complete problems.

d- General and transferable skills

d1-Exhabe appropriate implementation for finite automata and grammars .

d2- Think independently in Solvable and unsolvable problems of grammars and Turing machines

3- Contents

Topic	No. of hours	Lecture	Tutorial/ Practical
Finite automata and regulare expression	4	2	-

Context free grammar	4	2	-
Understand formal language elements	4	2	-
models of computation	4	2	-
Compatible function	4	2	-
Church's thesis	4	2	-
Interdiction to complexity theory.	4	2	-

4– Teaching and learning methods

4.1- Lectures

4.2- Working on hand in assignments

4.3- Attending practical classes

5- Student assessment methods

5.1 Mid term written exam to assess understanding competencies

5.2 Term project to assess programming skills

5.3 Oral Exam to assess attendance and interesting.

5.4 Semester hand in assignments to assess understanding professionalism.

5.5 Final term written Exam to assess comprehension.

Assessment schedule

Assessment 1 Mid term + project Week 7

Assessment 2 semester activities Week 5 and 8

Assessment 3 Final term oral exam Week 13

Assessment 4 final term written exam Week 14

Weighting of assessments

Mid-Term Examination

20%

Semester Work (homework assignments + oral tests)

20 %

Other types of assessment

00%

Final-term written Examination

60%

Total

100%

Any formative only assessments

6- List of references

6.1- Course notes

Collected and prepared notes that cover the main topics in the course content

6.2- Essential books (text books) Sud amep" Languages and Machines " Addition Wesely 1998

Elementary text books under the title:

6.3- Recommended lewis , pwpudinitrion books: " Elementy of the theory of computation" prentice-Hall,Inc,1997

6.4- Periodicals, Web sites, ... etc

Non.

7- Facilities required for teaching and learning

Lecture: PC's - packages for ready made scientific programs. - Data Show

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Head of Department: D/ Mohamed Abd EL-lateef

Date: / /