### MATHEMATICS FOR COMPUTER SCIENCE

### UNIT CODE: ICT/CU/CS/CR/03/6/A

### **Relationship to Occupational Standards**

This unit addresses the unit of competency: Understand Mathematics for Computer Science

### Duration of Unit: 140 hours

#### Unit description

This unit specifies the competencies required to understanding linear algebra, understanding Boolean algebra, understanding set theory, understanding calculus and understanding probability and statistics.

### **Summary of Learning Outcomes**

- 1. Understand Linear Algebra
- 2. Understand Boolean Algebra
- 3. Understand Set Theory
- 4. Understand Calculus
- 5. Understand Probability and Statistics

### Learning Outcomes, Content and Suggested Assessment Methods

Learning Outcome	Content	Suggested	
		Assessment Methods	
1. Understand Linear	Linear Equations	Practical tests	
Algebra	•	Oral tests	
	✓ Definition	• Written tests	
	✓ Types		
	• Solving linear equations		
	✓ Methods of solving		
	$\checkmark$ Formation		
	• Vectors		
	$\checkmark$ Definition		
	✓ Types		
	Vector operations		
	✓ Addition		
	✓ Subtraction		
	✓ Multiplication		
	✓ Scalar		

		✓ Dot product		
	•	Matrices		
		$\checkmark$ Definition		
		✓ Types		
		✓ Determinant		
		$\checkmark$ Application		
	•	Matrix operations		
	•	$\checkmark$ Addition		
		$\checkmark$ Scalar multiplication		
		✓ Transposition		
		Inverse of square matrix		
2 Understand Boolean	•	Roolean algebra		Prostical tasts
2. Olicelistand Doolean	•	Definition of	•	Gral tests
Algebia			•	Oral tests
			•	Written tests
		• Uses of Boolean		
		algebra		
	•	Key Terminology		
		<ul> <li>✓ Boolean value</li> </ul>		
		✓ Boolean function		
		✓ Digital logic		
	٠	<b>Basic Boolean operations</b>		
		✓ AND		
		✓ OR		
		✓ NOT		
	•	Secondary operations		
		✓ NAND		
		✓ NOR		
		✓ EX-OR		
		✓ EX-NOR		
	•	Writing Boolean		
		Expressions		
		$\checkmark$ Order of basic		
		operations		
		✓ Symbols		
	•	Simplification of Boolean		
		expressions		
		✓ Using algebraic		
		functions		
		$\checkmark$ Using Truth tables		
L				

	✓ Using Karnaugh	
	Maps	
	Boolean Laws and	
	Theorems	
	✓ AND law	
	✓ OR law	
	✓ Inversion law	
	✓ Commutative	
	✓ Associative	
	<ul><li>✓ Distributive</li></ul>	
	✓ De-Morgan's	
	Theorems	
	• Simplification (Reduction)	
	Rules for Boolean	
	expressions	
3. Understand Set	Sets Theory	Practical tests
Theory	$\checkmark$ Definition of a Set	Oral tests
	<ul> <li>Characteristics of sets</li> </ul>	• Written tests
	Methods of Set	
	representation	
	✓ Statement form	
	✓ Tabular form	
	<ul> <li>Set builder notation</li> </ul>	
	• Cardinality of a set	
	• Types of sets	
	✓ Finite	
	✓ Infinite	
	✓ Subset	
	✓ Universal	
	✓ Proper	
	✓ Singleton set	
	Venn Diagrams	
	Set Operations	
	✓ Set Union	
	✓ Set Intersection	
	✓ Set Difference	
	✓ Complement of Set	
	✓ Cartesian Product	

4. Understand Calculus	•	Functions	•	• Oral
		$\checkmark$ Definition of		Observation
		function		Written
		✓ Domain		
		✓ Range		
		<ul><li>✓ Linear functions</li></ul>		
		<ul><li>✓ Power functions</li></ul>		
		$\checkmark$ Evaluation		
	•	Graphing of functions		
		✓ Intercepts		
		✓ Limits		
	٠	Differential calculus		
		✓ Rate of change		
		✓ Rules of derivatives		
		$\checkmark$ Optimization		
	٠	First and second order		
		differential equations		
	٠	Integral calculus		
		✓ Definite		
		✓ Indefinite		
	٠	Techniques of integration		
		✓ By parts		
		Reserve chain rule		
		✓ u-substitution		
5. Understand	•	Key terminologies in	•	Practical tests
Probability and		probability	•	Oral tests
Statistics		✓ Samples spaces	٠	Written tests
		✓ events		
		✓ sets		
		✓ outcomes		
	٠	Probability axioms and		
		counting problems		
	•	Permutations and		
		combinations		
	•	Conditional probability and		
		multiplication rule		
	•	Data representation		
		techniques		
		✓ Histogram		

	✓ Pie charts	
	✓ Scatter plot	
	✓ Bar graph	
•	Measures of central	
	tendency	
	✓ Mean	
	✓ Mode	
	✓ Median	
•	Measures of spread	
	✓ Variance	
	✓ Standard deviation	
•	Measure of Location	
	✓ Quartile	
	✓ Percentile	

### **Suggested Methods of Instruction**

- Presentations by trainer;
- Guided learner activities and research to develop underpinning knowledge;
- Visiting lecturer/trainer from the Mathematics field.
- Industrial visits

# **Recommended Resources**

Tools

• Internet

# Equipment

- Calculator
- Computer

# Materials and supplies

- Instructional material
- Stationery

# **Reference materials**

Trainer-recommended reference material including text books and web resources