# **Introduction to Computer Science**

Course Code			
Class Times	Mon/Wed/Thu	Classroom	Bldg. 301-203
	9:00~12:00		
<b>Equivalent Year Level</b>	1~2	<b>Course Credit</b>	3

Instructor I	Taewhan Kim	Sessions	1-14
Office	301-603	Email	tkim@snucad.snu.ac.kr

## ☐ Instructor's Profile (Sessions 1-14)



#### Taewhan Kim

He has a broad knowledge of computer science as well as electrical engineering, and experience in teaching and research over 20 years. He is mainly working on applying computer algorithmic and computing theories to many important optimization problems of the hardware synthesis for very large scaled integrated (VLSI) circuits and systems. He received Education Award in 2016 from Seoul National University, best teaching award in 2015 from School of Electrical and Computer Engineering, and Shin-yang Award in 2006 from College of

Engineering for outstanding research. His website is http://ssl/snu.ac.kr/~tkim.

#### **Education**

Ph.D. in Computer Science, University of Illinois at Urbana-Champaign, USA B.S. in Computer Science and Statistics, Seoul National University

### **Expertise**

- Design methodology of electronic circuits and systems
- Embedded system design and verification
- Design automation software tool development

## **Most Recent Works**

- Clock and power delivery networks design for mobile chips
- Research on neuromorphic computing chip architectures

## **□** Course Information

Course Description	Python is a language with a simple syntax, and a powerful set of libraries. It is an interpreted language, with a rich programming	
	environment, including a robust debugger and profiler. While it is easy for beginners to learn, it is widely used in many scientific areas	
	for data exploration. This course is an introduction to the Python	
	programming language for students without prior programming experience. We cover data types, control flow, module-based	
	programming, and graphical user interface-driven (PyCharm based)	
	applications. The examples and problems used in this course are drawn from diverse areas such as text processing, coding game and	
	image manipulation, and web programming.	
Course Evaluation	Class participation 20% (full 20% or grade F: see class policy)	
	Homework 20%	
	<ul> <li>2 Programming assignments</li> </ul>	
	Mid. exam 25%	
	Final exam 30%	
Course Materials	Handouts	
Class Policy	Up to 3 times of missing class is allowed with no penalty, but for	
	more than 3 times of missing class, grade F will be given.	
Requirement	Personal Notebook	

## **□** Course Schedule

Session 1 (Jun. 27) – Introduction, Environment (IDLE) Setup

Session 2 (Jun. 28) – Basic Syntax

Session 3 (Jul. 2) – Variable Types

Session 4 (Jul. 4) – Basic Operators

Session 5 (Jul. 5) – Conditionals

Session 6 (Jul. 9) – Loops

Session 7 (Jul. 11) – Mid. Exam

Programming assignment 1 (due 1-week)

Session 8 (Jul. 12) – Numbers, Strings

Session 9 (Jul. 16) – Lists, Tuples

Session 10 (Jul. 18) – Dictionary

• Programming assignment 2 (due 7/26)

Session 11 (Jul. 19) - Functions

Session 12 (Jul. 23) – File I/O

Session 13 (Jul. 25) – Practice/Application

Session 14 (Jul. 26) - Final Exam