Abstract to Discipline Course Plan
"Computer Science"

Purpose of study	The purpose of the discipline is to study the theoretical foundations of computer science and prepare students for the effective use of modern computers, application software products.
Place of discipline in the academic program	U 1.C.ED.1.2*
Competencies to be acquired	GPC-2, GPC-3, PC-3, PC-4, UC-1
Acquired knowledge, skills and abilities	**Know:** general information about computer science as a science, information technologies, personal computer software, methods of data processing, files, graphics **Be able to:** set up a program interface for active work on a personal computer; use modern office software **Have the following skills and (or) experience:** skills of using a personal computer for document preparation, data processing, presentation preparation, and business correspondence
Content of the discipline	Basic Concepts and Methods of Computer Science and Coding Theory. Software Tools for the Implementation of Text Processing Technology. Technical Means of Implementation of Information Processes. Software Tools for the Implementation of Information Processes. Information Processing with the Help of Spreadsheets.
Educational activities	Lectures, laboratory, independent work.
Information, instrumental and software tools used	MS Windows; MS Office 7-Zip AcrobatReader Electronic database "Scopus" (http://www.scopus.com); Electronic library system of Altai State University (http://elibrary.asu.ru/); Scientific electronic library elibrary (http://elibrary.ru)
Midterm evaluation	Credit

*(U- unit, C-compulsory discipline, ED- elective discipline)