NUS School of Computing
Graduate Certificate in Computing Foundations

**IT5001 Software Development Fundamentals**
This module aims to introduce non-computing students to the principles and concepts of software development at an accelerated pace. Students will be introduced to the basics of programming (control flow, code and data abstraction, recursion, types, OO), development methodology (ensuring correctness, testing, debugging), simple data structures and algorithms (lists, maps, sorting), and software engineering principles. Through hands on assignments and projects, students will learn good software development practices (documentation, style) and experience a typical software engineering cycle (waterfall and agile workflow).

**IT5002 Computer Systems**
This module aims to introduce non-computing students to (a) the common principles and concepts in computer systems: abstraction, layering, indirection, caching, hierarchical naming, prefetching, pipelining, locking, concurrency; (b) the inner workings of a computing device, including hardware (CPU, memory, disks), operating systems (kernels, processes and threads, virtual memory, files), and applications (Web, databases).

**IT5003 Data Structures and Algorithms**
This module introduces non-computing students to efficient computational problem solving in an accelerated pace. Students will learn to formulate a computational problem, identify the data required and come up with appropriate data structures to represent them, and apply known strategies to design an algorithm to solve the problem. Students will also learn to quantify the space and time complexity of an algorithm, prove the correctness of an algorithm, and the limits of computation. Topics include common data structures and their algorithms (lists, hash tables, heap, trees, graphs), algorithmic problem solving paradigms (greedy, divide and conquer, dynamic programming), and NP-completeness.

**IT5004 Enterprise Systems Architecture Fundamentals**
This module aims to equip non-computing students with fundamental knowledge in architecting and designing modern Enterprise Systems in organisations that can be reasonably complex, scalable, distributed, component-based and mission-critical. Students will develop an understanding of high-level concepts such as enterprise architecture and software architecture. They will then move on to acquire fundamental systems analysis and design techniques such as object-oriented requirements analysis and design using the Unified Modelling Language.

* Modules offered and descriptions may be subject to change.