

4. INFORMATION ON THE CONTENTS AND RESULTS GAINED

4.1 Mode of Study

Full time study for three years (60 ECTS each school year)

4.2 Programme requirements:

Traditional study in the School of Computer Science is a three-year (six-semester) BSc programme amounting to a total of 180 ECTS credits.

Students take a mandatory core of 120 ECTS credits – including a final project that accounts for 12 ECTS credits – in courses in the School of Computer Science. For the 60 ECTS credits in electives, students choose between completing at least 144 ECTS credits in the School of Computer Science, together with up to 36 ECTS credits in courses outside the School of Computer Science and Theoretical Computer Science.

Each semester students generally take five courses that are worth six ECTS credits each. Courses are 12 or 15 weeks long, or are intensive three-week courses.

4.3 Programme details and the individual grades/marks/credits obtained:

| Course | Name | Date | ECTS | Grade | Classification |
|------------|--|------------|------|-------|----------------|
| T-107-TOLH | Computer Architecture | 9/12/2010 | 6 | 10 | Excellent |
| T-109-INTO | Introduction to Computer Science | 8/9/2010 | 6 | 9,5 | Excellent |
| T-110-VERK | Problem Solving | 15/12/2010 | 6 | 10 | Excellent |
| T-111-PROG | Programming | 17/12/2010 | 6 | 9 | Excellent |
| T-117-STR1 | Discrete Mathematics I | 6/12/2010 | 6 | 8,5 | Distinction |
| T-201-GSKI | Data Structures | 6/4/2011 | 6 | 9,5 | Excellent |
| T-202-GAG1 | Databases | 9/3/2011 | 6 | 9 | Excellent |
| T-205-VERK | Practical Project | 18/5/2011 | 6 | 8,5 | Distinction |
| T-213-VEFF | Web-Programming | 16/4/2011 | 6 | 9,5 | Excellent |
| T-216-GHOH | Software Requirements and Design | 24/5/2011 | 6 | 9,5 | Excellent |
| T-419-STR2 | Discrete Mathematics II | 4/4/2011 | 6 | 8 | Distinction |
| T-101-STA1 | Calculus I | 14/12/2011 | 6 | 10 | Excellent |
| T-301-REIR | Algorithms | 6/1/2012 | 6 | 10 | Excellent |
| T-302-HONN | Software Design and Implementation | 6/12/2011 | 6 | 8,5 | Distinction |
| T-302-TOLF | Statistics I | 2/12/2011 | 6 | 7,5 | High Merit |
| T-303-HUGB | Software Engineering | 9/12/2011 | 6 | 8,5 | Distinction |
| T-635-TOAP | Topology with Applications to Computer Science | 30/11/2011 | 6 | 9 | Excellent |
| E-409-LEIK | Game Theory | 31/5/2012 | 6 | 9,5 | Excellent |
| T-408-STNE | Operating Systems and Networks | 3/4/2012 | 6 | 10 | Excellent |
| T-417-TOOR | Computer Security | 14/5/2012 | 6 | 9,5 | Excellent |
| T-501-FMAL | Programming Languages | 20/4/2012 | 6 | 9 | Excellent |
| T-622-ARTI | Artificial Intelligence | 24/5/2012 | 6 | 8,5 | Distinction |
| E-402-STFO | Mathematical Programming | 31/12/2012 | 6 | 10 | Excellent |
| T-519-STOR | Theory of Computation | 11/1/2013 | 6 | 7 | High Merit |
| T-622-UROP | Undergraduate Research Opportunity | 31/12/2012 | 6 | P | |
| T-218-ALCO | Algebra and Combinatorics | 19/4/2013 | 6 | 9,5 | Excellent |
| T-219-REMO | Real-time Models | 31/5/2013 | 6 | 9,5 | Excellent |
| T-403-ADGE | Operation Research | 15/4/2013 | 6 | 9,5 | Excellent |
| T-604-HGRE | Design and Analysis of algorithms | 31/5/2013 | 6 | 6,5 | Merit |
| T-622-UROP | Undergraduate Research Opportunity | 31/12/2013 | 6 | P | |

4.4 Grading scheme and, if available, grade distribution guidance:

As a general rule grades are expressed on the 0-10 scale, where the passing grade is 5 and above (and 6,0 in graduate studies).

Course grades are given in increments of 0.5. The grade classification is:

Excellent 9.0-10.0

Distinction 8.0-8.9

High Merit 7.0-7.9

Merit 5.1-6.9

Pass 5.0

Fail 0.0-4.5 (no credits)

T = Transferred Credits

P = Passed

4.5 Overall classification of the qualification (in original language):

Average grade in all courses completed 9,04 (Excellent)