

# COMP 2003 COMPUTER ALGEBRA

**Credit Points** 10

**Legacy Code** 301031

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**Description** This subject will introduce the popular computational software Mathematica, through which students will explore and investigate real-world mathematical problems. The subject promotes an experimental side of mathematics and will employ symbolic computation to gain insight and intuition into problems, to discover mathematical patterns and relationships, and create impressive graphics to expose mathematical structures.

**School** Computer, Data & Math Sciences

**Discipline** Mathematical Sciences

**Student Contribution Band** HECS Band 1 10cp

Check your fees via the Fees ([https://www.westernsydney.edu.au/currentstudents/current\\_students/fees/](https://www.westernsydney.edu.au/currentstudents/current_students/fees/)) page.

**Level** Undergraduate Level 2 subject

**Pre-requisite(s)** MATH 1014

## Assumed Knowledge

Students should be comfortable with high school level of Mathematics and have passed Mathematics 1A. This is required to carry out more advanced projects in the subject.

## Assessment

The following table summarises the standard assessment tasks for this subject. Please note this is a guide only. Assessment tasks are regularly updated, where there is a difference your Learning Guide takes precedence.

Type	Length	Percent	Threshold	Individual/ Group Task
Quizzes x 3	Quiz 1 & 2: 1 to 2 pages of Mathematica codes (5% each) Quiz 3: 2 to 3 pages of Mathematica codes (10%)	20	N	Individual

Applied Project	Part 1: 3 to 5 pages of Mathematica codes and outputs of the codes (15%) Part 2: 4 to 6 pages of Mathematica codes and outputs of the codes (15%)	30	N	Individual
Practical Examination	2 hours	50	Y	Individual