

COMP30020 Declarative Programming

Credit Points:	12.50														
Level:	3 (Undergraduate)														
Dates & Locations:	This subject is not offered in 2013.														
Time Commitment:	Contact Hours: 36 hours, comprising of two 1-hour lectures and one 1-hour workshop per week Total Time Commitment: 120 hours														
Prerequisites:	<p>One of the following:</p> <table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>COMP20003 Algorithms and Data Structures</td> <td>Not offered 2013</td> <td>12.50</td> </tr> <tr> <td>COMP90038 Algorithms and Complexity</td> <td>Not offered 2013</td> <td>12.50</td> </tr> <tr> <td>COMP20007 Design of Algorithms</td> <td>Not offered 2013</td> <td>12.50</td> </tr> </tbody> </table>			Subject	Study Period Commencement:	Credit Points:	COMP20003 Algorithms and Data Structures	Not offered 2013	12.50	COMP90038 Algorithms and Complexity	Not offered 2013	12.50	COMP20007 Design of Algorithms	Not offered 2013	12.50
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COMP20007 Design of Algorithms	Not offered 2013	12.50													
Corequisites:	None														
Recommended Background Knowledge:	<table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>SWEN20003 Object Oriented Software Development</td> <td>Not offered 2013</td> <td>12.50</td> </tr> </tbody> </table>			Subject	Study Period Commencement:	Credit Points:	SWEN20003 Object Oriented Software Development	Not offered 2013	12.50						
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Non Allowed Subjects:	<table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>COMP90048 Declarative Programming</td> <td>Not offered 2013</td> <td>12.50</td> </tr> </tbody> </table>			Subject	Study Period Commencement:	Credit Points:	COMP90048 Declarative Programming	Not offered 2013	12.50						
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Core Participation Requirements:	<p><p>For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Student Support and Engagement Policy, academic requirements for this subject are articulated in the Subject Overview, Learning Outcomes, Assessment and Generic Skills sections of this entry.</p> <p>It is University policy to take all reasonable steps to minimise the impact of disability upon academic study, and reasonable adjustments will be made to enhance a student's participation in the University's programs. Students who feel their disability may impact on meeting the requirements of this subject are encouraged to discuss this matter with a Faculty Student Adviser and Student Equity and Disability Support: http://services.unimelb.edu.au/disability</p></p>														
Contact:	email: lee@unimelb.edu.au (mailto:lee@unimelb.edu.au)														
Subject Overview:	Declarative programming languages provide elegant and powerful programming paradigms that every programmer should know. Topics covered include functional programming, logic programming, constraint programming; declarative programming techniques, including higher order programming and the exploitation of advanced type systems; declarative languages as a competitive advantage, and how they fit into an environment dominated by imperative languages.														
Objectives:	On completion of this subject students should be able to: <ul style="list-style-type: none"> # Apply declarative programming techniques # Write medium size programs in a declarative language # Write programs in which different components use different languages # Select appropriate languages for each component task in a project 														

Assessment:	Project work during semester, expected to take about 36 hours (30%) One mid-semester test (10%) One 2-hour end-of-semester examination (60%) To pass the subject, students must obtain at least: 50% overall 15/30 in project work And 35/70 in the mid-semester test and end-of-semester written examination combined.
Prescribed Texts:	TBA
Breadth Options:	<p>This subject potentially can be taken as a breadth subject component for the following courses:</p> <ul style="list-style-type: none"> # Bachelor of Arts (https://handbook.unimelb.edu.au/view/2013/B-ARTS) # Bachelor of Commerce (https://handbook.unimelb.edu.au/view/2013/B-COM) # Bachelor of Environments (https://handbook.unimelb.edu.au/view/2013/B-ENVS) # Bachelor of Music (https://handbook.unimelb.edu.au/view/2013/B-MUS) <p>You should visit learn more about breadth subjects (http://breadth.unimelb.edu.au/breadth/info/index.html) and read the breadth requirements for your degree, and should discuss your choice with your student adviser, before deciding on your subjects.</p>
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	<p>On completion of this subject students should have developed the following generic skills:</p> <ul style="list-style-type: none"> # Ability to undertake problem identification, formulation and solution # Ability to utilise a systems approach to design and operational performance # Intellectual curiosity and creativity, including understanding of the philosophical and methodological bases of research activity # Openness to new ideas and unconventional critiques of received wisdom # Capacity for independent critical thought, rational inquiry and self-directed learning
Related Course(s):	Bachelor of Engineering (Software Engineering) Bachelor of Engineering (Software Engineering)/Bachelor of Science
Related Majors/Minors/Specialisations:	<p>B-ENG Software Engineering stream Computer Science Computer Science Computer Science Computer Science Computing and Software Systems Master of Engineering (Software) Science credit subjects* for pre-2008 BSc, BASc and combined degree science courses Science-credited subjects - new generation B-SCI and B-ENG. Core selective subjects for B-BMED. Software Systems</p>