

## School of Computer Science

**Course Title:** Discrete Mathematics

**Date:** November 6, 2003

**Course Number:** MAD 2104

**Number of Credits:** 3

<b>Subject Area:</b> Foundations	<b>Subject Area Coordinator:</b> Geoffrey Smith  <b>email:</b> smithg@cis.fiu.edu
<b>Catalog Description:</b> Sets, functions, relations, permutations and combinations, propositional logic, matrix algebra, graphs and trees, Boolean algebra, switching circuits.	
<b>Typical Textbook:</b> Kenneth Rosen, <i>Discrete Mathematics and Its Applications</i> , 5 <sup>th</sup> edition. (McGraw Hill, 2003)	
<b>References:</b>	
<b>Prerequisite Courses:</b> None.	
<b>Corequisite Courses:</b> COP 2210	

Type: Required

Prerequisites Topics:

Course Outcomes:

01. Master definitions and theorems involving sets, relations and functions.
02. Be familiar with propositional logic.
03. Be familiar with mathematical reasoning, including mathematical induction and recursion.
04. Be exposed to combinatorics.
05. Be familiar with graph theory.
06. Be exposed to Boolean Algebras.

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**Outline**

<b>Topic</b>	<b>Number of Lecture Hours</b>	<b>Outcome</b>
1. <u>Sets, Relations, and Functions</u> 1.1. Operations on sets 1.2. Equivalence relations 1.3. Cardinality	<u>10</u>	<u>O1</u>
2. <u>Logic and Mathematical Reasoning</u> 2.1. Propositional logic 2.2. Mathematical induction and recursion	<u>10</u>	<u>O2, O3</u>
3. <u>Combinatorics</u> 3.1. Combinatorial identities 3.2. Binomial theorem	<u>5</u>	<u>O4</u>
4. <u>Directed and Undirected Graphs</u> 4.1. Isomorphism of graphs 4.2. Paths 4.3. Adjacency matrices 4.4. Euler paths 4.5. Four-color problem 4.6. Planar graphs 4.7. Trees and tree traversal	<u>10</u>	<u>O5</u>
5. <u>Boolean Algebras</u> 5.1. Disjunctive normal form 5.2. Minimization of Boolean functions (Karnaugh maps)	<u>5</u>	<u>O6</u>

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**Course Outcomes Emphasized in Laboratory Projects / Assignments**

Outcome	Number of Weeks
O1	3
O2	2
O3	2
O4	2
O5	3
O6	1

**Oral and Written Communication:**

No significant coverage

**Social and Ethical Implications of Computing Topics**

No significant coverage

**Approximate number of credit hours devoted to fundamental CS topics**

Topic	Core Hours	Advanced Hours
<b>Algorithms:</b>		
<b>Software Design:</b>		
<b>Computer Organization and Architecture:</b>		
<b>Data Structures:</b>		
<b>Concepts of Programming Languages:</b>		

**Theoretical Contents**

Topic	Class time
Discrete structures	40 hours

**Problem Analysis Experiences**

No significant coverage

**Solution Design Experiences**

No significant coverage

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MAD 2104  
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**Approximate number of credit hours devoted to fundamental CS topics**

<b>Topic</b>	<b>Core Hours</b>	<b>Advanced Hours</b>
<b>Algorithms:</b>		
<b>Software Design:</b>		
<b>Computer Organization and Architecture:</b>		
<b>Data Structures:</b>		
<b>Concepts of Programming Languages:</b>		

**Theoretical Contents**

<b>Topic</b>	<b>Class time</b>
Discrete structures	40 hours

**Problem Analysis Experiences**

No significant coverage

**Solution Design Experiences**

No significant coverage

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**The Coverage of Knowledge Units within Computer Science Body of Knowledge<sup>1</sup>**

<b>Knowledge Unit</b>	<b>Topic</b>	<b>Lecture Hours</b>
DS1. Functions, relations, and sets	1	10
DS2. Basic logic	2.1, 5	10
DS3. Proof techniques	2.2	5
DS4. Basics of counting	3	5
DS5. Graphs and trees	4	10

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<sup>1</sup>See <http://www.computer.org/education/cc2001/final/chapter05.htm> for a description of Computer Science Knowledge units