

Rules and Regulations - Computer Science II 2019/2020

Person responsible:

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Laboratory tutors:

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ECTS: 3

Effects of Education: gaining elementary knowledge in basic numerical methods, in particular: polynomial and spline interpolation, least square approximation, numerical integration, solution of linear equations, solution of initial value problem, and their application in predefined problems.

Specific rules:

1. This class is divided into lectures and **obligatory** laboratory classes; each absence during the laboratory results in deduction of **3** points.
2. Grading is done using a 0 to 100 point scale
 - a) 50 points for final lecture test
 - b) 50 points for Laboratories (grading is to be established by the Lab teacher, typically it should be: 6 pts. work during laboratories, 20 pts. laboratory test, 24 pts. home project)
3. A passing mark is given only, if student obtained a minimum number of points
 - a) 25 points for laboratories
 - b) 25 points final lecture test(both condition must be satisfied to pass the subject)
4. In the case the minimum requirements are satisfied (see point 3.), the final grade is calculated as follows:
 - a) 0-49: 2.0
 - b) 50-60: 3.0
 - c) 61-70: 3.5
 - d) 71-80: 4.0
 - e) 81-90: 4.5
 - f) 91-100: 5.0
5. The deadline for collecting points is the last day of the semester. After the last day of the semester the grade becomes final.
6. Two corrections of the final lecture test are foreseen, the laboratory test can not be corrected.