

Module title		Abbreviation
Tutorial Theoretical Informatics		10-GE-TIT-162-m01
Module coordinator		Module offered by
Dean of Studies Informatik (Computer Science)		Institute of Computer Science
ECTS	Method of grading	Only after succ. compl. of module(s)
5	(not) successfully completed	--
Duration	Module level	Other prerequisites
1 semester	undergraduate	--
Contents		
Computability, decidability, countability, finite automata, regular sets, generative grammars, context-free languages, context-sensitive languages, complexity of calculations, P-NP problem, NP completeness.		
Intended learning outcomes		
The students possess a fundamental and applicable knowledge in the areas of computability, decidability, countability, finite automata, regular sets, generative grammars, context-free languages, context-sensitive languages, complexity of computations, P-NP problem, NP completeness.		
Courses (type, number of weekly contact hours, language – if other than German)		
Ü (2)		
Method of assessment (type, scope, language – if other than German, examination offered – if not every semester, information on whether module is creditable for bonus)		
a) completion of approx. 11 exercises with approx. 4 components each (50% to be completed correctly) or b) written examination (approx. 180 to 240 minutes). Method of assessment to be selected by the candidate.		
Allocation of places		
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Additional information		
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Workload		
150 h		
Teaching cycle		
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Referred to in LPO I (examination regulations for teaching-degree programmes)		
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Module appears in		
Bachelor' degree (1 major) Games Engineering (2016)		