





UNIVERSITY OF SOUTHERN MINDANAO						
Course Number	CpE 04	Course Title	Discrete Mathematics	Rev. No.	3	Page 2 of 11

INSTITUTIONAL POLICIES	
Vision	Quality and relevant education for its clientele to be globally competitive, culture sensitive and morally responsive human resources for sustainable development.
Mission	Help accelerate socio-economic development <sup>M1</sup> , promote harmony among the diverse cultures <sup>M2</sup> and improve quality of life <sup>M3</sup> through instruction, research, extension and resource generation in Southern Philippines.
Core Values	<b>G</b> -Goodness, <b>R</b> -Responsiveness, <b>E</b> -Excellence, <b>A</b> -Assertion of Right and <b>T</b> -Truth
USM Quality Policy Statement	<p>The University of Southern Mindanao, as a premier university, is committed to provide quality instruction, research development and extension services and resource generation that exceed stakeholders' expectations through the management of continual improvement efforts on the following initiatives.</p> <ol style="list-style-type: none"> <li>1. Establish key result areas and performance indicators across all mandated functions;</li> <li>2. Implement quality educational programs;</li> <li>3. Guarantee competent educational service providers;</li> <li>4. Spearhead need-based research outputs for commercialization, publication, patenting, and develop technologies for food security, climate change mitigation and improvement in the quality of life;</li> <li>5. Facilitate transfer of technologies generated from research to the community for sustainable development;</li> <li>6. Strengthen relationship with stakeholders;</li> <li>7. Sustain good governance and culture, sensitivity; and</li> <li>8. Comply with customer, regulatory and statutory requirements.</li> </ol>
Goals of the College	The USM College of Engineering and Computing aims to provide quality education on the various fields of engineering and related technologies; meet the community's trained manpower in engineering and information technology in various technical and managerial capacities; and conduct researches and extension activities geared towards the amelioration of technological, environmental and human resource problems in the region and the country at large.
Department Objectives	The program aims to prepare the students for professional career who will effectively and efficiently meet the scientific, technological and various needs of business, industries and communities in the global economy. Aside from their professional knowledge and skills, the graduates must also possess strong foundation in the physical and basic engineering sciences as well as in human relations to enable them to meet the challenges being brought about by the rapid technological developments.

PROGRAM INFORMATION					
Degree Program	BS Computer Engineering	CHED CMO Reference	87 S2017	BOR Approval	BOR Res. 118 s. 2018

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**COURSE DETAILS**

Course Title	<b>Discrete Mathematics</b>				
Course Number	<b>CpE 04</b>	Curriculum Component	<b>C</b>		
Credit (--Unit)	<b>3-0-3</b>	LECTURE(Unit-Hours)	<b>3-3</b>	LABORATORY(Unit-Hours)	<b>0-0</b>
Prerequisites	<b>Calculus I (EngMath 02)</b>	Co-requisites	<b>None</b>	Year Level/Semester Offered	<b>1st Year - Second Semester</b>
Course Description	This course deals with logic, sets, proofs, growth of functions, theory of numbers, counting techniques, trees and graph theory.				
Faculty in charge					
Consultation Hours			Contact Information		

**PROGRAM EDUCATIONAL OBJECTIVES (PEO)**

In 3-5 years, the <b>BSCpE</b> graduates of USM shall:		MISSION		
		<b>M1</b>	<b>M2</b>	<b>M3</b>
<b>PEO 1</b>	Provide leadership in the field of computer engineering in various development programs both public and private	✓		
<b>PEO 2</b>	Equip with technical, conceptual and human resource skills	✓		✓
<b>PEO 3</b>	Pursue entrepreneurial activities	✓		✓
<b>PEO 4</b>	Able to adapt to diverse culture		✓	
<b>PEO 5</b>	Pursue advanced studies in emerging related fields		✓	✓
<b>PEO 6</b>	Be a creative, innovative and responsible computer engineer adhering, but not limited to, professional, moral and legal standards	✓	✓	✓

**PROGRAM OUTCOMES (PO)**

Upon graduation, the University of Southern Mindanao students must be able to:	<b>PEO1</b>	<b>PEO2</b>	<b>PEO3</b>	<b>PEO4</b>	<b>PEO5</b>	<b>PEO6</b>
	a) understand at least one specialized field of Computer Engineering practice	✓	✓			✓
b) communicate effectively		✓			✓	
c) function on multidisciplinary teams			✓	✓		
d) apply professional and ethical responsibility	✓	✓			✓	





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e) apply knowledge of contemporary issues		✓					✓
f) design and conduct experiments, as well as to analyze and interpret data	✓	✓					
g) apply knowledge of mathematics and science to solve engineering problems	✓	✓	✓				
h) design a system, component, or process to meet desired needs within realistic constraints such as economic, environmental, social, political, ethical, health and safety, manufacturability, and sustainability, in accordance with standards	✓	✓					
i) identify, formulate, and solve engineering problems		✓					
j) recognize the need for, and an ability to engage in life-long learning							✓
k) use techniques, skills, and modern engineering tools necessary for engineering practice		✓					
l) apply knowledge of engineering and management principles as a member and leader in a team, to manage projects and in multidisciplinary environments	✓		✓	✓			✓
m) identify the impact of engineering solutions in a global, economic, environmental, and societal context	✓	✓	✓				✓

COURSE OUTCOMES (CO)		POa	POb	POc	POd	POe	POf	POg	POh	POi	POj	POk	POl	POm
Upon passing this course, the students must be able to:		<b>Course Alignment to Program Outcomes</b>												
CO1	Demonstrate knowledge on the foundations of discrete mathematics including algorithms, integers and matrices							I						
CO2	Apply counting techniques in calculation of discrete probabilities and use relations to solve problems							I						
CO3	Use trees and graph theory in dealing with discrete mathematics							I						

\* Level (follow the legend used in the most relevant PSG/CMO)

[I] = Introductory. This introduces the student to the Program Outcome (PO).

[E] = Enabling. This enables the student to attain the Program Outcome (PO).

[D] = Demonstrative. This demonstrates the student's attainment of the Program Outcome (PO)

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**COURSE LEARNING PLAN**

Intended Learning Outcomes (ILO) <i>By the end of the learning experience*, students must be able to:</i>	Aligned to CO:	Time Frame (Week)	Course Content (Topics)	Teaching & Learning Activities (TLA)		Learning Materials	Assessment Tasks (AT)	Suggested Readings
				Teaching Activities	Learning Activities			
<b>1.1</b> restate the classroom and university policies <b>1.2</b> recall the overview of the course and the grading system  <b>1.3</b> define propositions <b>1.4</b> determine the truth values of the propositions <b>1.5</b> construct compound propositions using the negation operator and the logical operators <b>1.6</b> express compound proposition as an English sentence <b>1.7</b> write the propositions using letters and logical connectives <b>1.8</b> express implication and biconditional in different ways <b>1.9</b> construct a truth table of a compound proposition <b>1.10</b> write the converse, contrapositive and inverse of an implication	CO1	1	<ul style="list-style-type: none"> <li>Classroom and University Policies</li> <li>Course Overview and Grading System</li> </ul> <b>Logic, Sets, Proofs and Functions</b> <ul style="list-style-type: none"> <li>Logic</li> </ul>	<ul style="list-style-type: none"> <li>Orientation</li> </ul>	<ul style="list-style-type: none"> <li>Reading</li> </ul>	<ul style="list-style-type: none"> <li>USM Code</li> <li>Student Manual</li> <li>Course Syllabus</li> </ul>	<ul style="list-style-type: none"> <li>Quiz</li> <li>Assignment</li> </ul>	[1] [2] pp. 12-13  [4] pp. 4-14 pp. 197-228 [5] pp. 1-17
<b>1.11</b> show that two propositions are logically equivalent <b>1.12</b> explain the classification of compound propositions			CO1	2	<ul style="list-style-type: none"> <li>Propositional Equivalences</li> </ul>	<ul style="list-style-type: none"> <li>Lecture</li> <li>Classroom Discussion</li> </ul>		

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according to their possible truth values								
1.13 determine the truth values of propositional function P at x and universal and existential quantifications	CO1	3	<ul style="list-style-type: none"> <li>o Predicates and Quantifiers</li> </ul>	<ul style="list-style-type: none"> <li>• Lecture</li> <li>• Classroom Discussion</li> </ul>	<ul style="list-style-type: none"> <li>• Reading Exercises</li> </ul>	<ul style="list-style-type: none"> <li>• Textbook (E-book)</li> <li>• Lecture slides</li> </ul>	<ul style="list-style-type: none"> <li>• Quiz</li> <li>• Assignment</li> </ul>	[4] pp. 15-17 [5] pp. 40-60
1.14 define sets 1.15 list the members of a set 1.16 use set builder notation to give a description of a set 1.17 determine whether a given is an element of the set 1.18 determine the cardinality of a set 1.19 determine the power set of a given set 1.20 obtain the Cartesian product of two or more sets 1.21 perform operations on set 1.22 draw the Venn diagram of a given set 1.23 solve problems using Venn diagram	CO1	4	<ul style="list-style-type: none"> <li>o Sets</li> <li>o Set Operations</li> </ul>	<ul style="list-style-type: none"> <li>• Lecture</li> <li>• Classroom Discussion</li> </ul>	<ul style="list-style-type: none"> <li>• Reading Exercises</li> </ul>	<ul style="list-style-type: none"> <li>• Textbook (E-book)</li> <li>• Lecture slides</li> </ul>	<ul style="list-style-type: none"> <li>• Quiz</li> <li>• Assignment</li> </ul>	[4] pp. 24-38 [5] pp. 121-146
2.1 define algorithm 2.2 identify the properties of algorithm 2.3 demonstrate the use of searching and sorting algorithms 2.4 use Caesar Cipher to encrypt and decrypt messages	CO1	5	<b>Algorithms, Integers and Matrices</b> <ul style="list-style-type: none"> <li>o Growth of Functions</li> <li>o Complexity of Algorithms</li> </ul>	<ul style="list-style-type: none"> <li>• Lecture</li> <li>• Classroom Discussion</li> </ul>	<ul style="list-style-type: none"> <li>• Reading Exercises</li> </ul>	<ul style="list-style-type: none"> <li>• Textbook (E-book)</li> <li>• Lecture slides</li> </ul>	<ul style="list-style-type: none"> <li>• Quiz</li> <li>• Assignment</li> </ul>	[5] pp. 201-244
2.5 express integers in different	CO1	6	<ul style="list-style-type: none"> <li>o Number Theory</li> </ul>	<ul style="list-style-type: none"> <li>• Lecture</li> </ul>	<ul style="list-style-type: none"> <li>• Reading</li> </ul>	<ul style="list-style-type: none"> <li>• Textbook (E-</li> </ul>	<ul style="list-style-type: none"> <li>• Quiz</li> </ul>	[5] pp. 260-271



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number systems 2.6 convert a given integer from one number system into another				<ul style="list-style-type: none"> <li>Classroom Discussion</li> <li>Exercises</li> </ul>	<ul style="list-style-type: none"> <li>book)</li> <li>Lecture slides</li> </ul>	<ul style="list-style-type: none"> <li>Assignment</li> </ul>		
2.7 define matrices 2.8 determine the size of a given matrix 2.9 perform operations on matrices 2.10 determine if product of two matrices are defined	CO1	7	<ul style="list-style-type: none"> <li>Matrices</li> <li>Operations on matrices</li> </ul>	<ul style="list-style-type: none"> <li>Lecture</li> <li>Classroom Discussion</li> </ul>	<ul style="list-style-type: none"> <li>Reading</li> <li>Exercises</li> </ul>	<ul style="list-style-type: none"> <li>Textbook (E-book)</li> <li>Lecture slides</li> </ul>	<ul style="list-style-type: none"> <li>Quiz</li> <li>Assignment</li> </ul>	[5] pp. 188-195
2.11 find the inverse of a matrix	CO1	8	<ul style="list-style-type: none"> <li>Matrices</li> <li>Inverse of a matrix</li> </ul>	<ul style="list-style-type: none"> <li>Lecture</li> <li>Classroom Discussion</li> </ul>	<ul style="list-style-type: none"> <li>Reading</li> <li>Exercises</li> </ul>	<ul style="list-style-type: none"> <li>Textbook (E-book)</li> <li>Lecture slides</li> </ul>	<ul style="list-style-type: none"> <li>Quiz</li> <li>Assignment</li> </ul>	[5] pp. 188-195
<b>All ILOs covered in Midterm</b>		<b>9</b>	<b>MIDTERM EXAMINATION</b>					
3.1 use the product rule and sum rule to solve many different counting problems 3.2 apply the Pigeonhole principle in solving some counting problems	CO2	10	<b>Counting Techniques</b> <ul style="list-style-type: none"> <li>The Basics of Counting</li> <li>The Pigeonhole Principle</li> </ul>	<ul style="list-style-type: none"> <li>Lecture</li> <li>Classroom Discussion</li> </ul>	<ul style="list-style-type: none"> <li>Reading</li> <li>Exercises</li> </ul>	<ul style="list-style-type: none"> <li>Textbook (E-book)</li> <li>Lecture slides</li> </ul>	<ul style="list-style-type: none"> <li>Quiz</li> <li>Assignment</li> </ul>	[4] pp. 57-133 [5] pp. 405-428
3.3 apply permutations and combinations for counting unordered selections of distinct objects and the ordered arrangement of objects of a finite set respectively	CO2	11	<ul style="list-style-type: none"> <li>Permutations and Combinations</li> </ul>	<ul style="list-style-type: none"> <li>Lecture</li> <li>Classroom Discussion</li> </ul>	<ul style="list-style-type: none"> <li>Reading</li> <li>Exercises</li> </ul>	<ul style="list-style-type: none"> <li>Textbook (E-book)</li> <li>Lecture slides</li> </ul>	<ul style="list-style-type: none"> <li>Quiz</li> <li>Assignment</li> </ul>	[4] pp. 57-133 [5] pp. 428-437
4.1 define relation 4.2 write the relation as a set of ordered pairs 4.3 write the relation as a table 4.4 draw the digraph of the relation 4.5 write the relation on a set	CO2	12	<b>Relations</b> <ul style="list-style-type: none"> <li>Relations as a set of ordered pairs</li> <li>Digraph of a relation</li> </ul>	<ul style="list-style-type: none"> <li>Lecture</li> <li>Classroom Discussion</li> </ul>	<ul style="list-style-type: none"> <li>Reading</li> <li>Exercises</li> </ul>	<ul style="list-style-type: none"> <li>Textbook (E-book)</li> <li>Lecture slides</li> </ul>	<ul style="list-style-type: none"> <li>Quiz</li> <li>Assignment</li> </ul>	[5] pp. 599-665



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defined by a rule 4.6 find the domain and range of a relation								
4.7 list the elements of the inverse of a relation 4.8 identify the property/ies of a relation 4.9 find the composition of the given two relations	CO2	13	<ul style="list-style-type: none"> <li>o Properties of relations</li> <li>o Inverse of a relation</li> <li>o Composition of the given two relations</li> </ul>	<ul style="list-style-type: none"> <li>• Lecture</li> <li>• Classroom Discussion</li> </ul>	<ul style="list-style-type: none"> <li>• Reading</li> <li>• Exercises</li> </ul>	<ul style="list-style-type: none"> <li>• Textbook (E-book)</li> <li>• Lecture slides</li> </ul>	<ul style="list-style-type: none"> <li>• Quiz</li> <li>• Assignment</li> </ul>	[5] pp. 599-665
5.1 identify the type of graph 5.2 identify graph model	CO3	14	<b>Graph Theory</b> <ul style="list-style-type: none"> <li>o Introduction to Graphs</li> </ul>	<ul style="list-style-type: none"> <li>• Lecture</li> <li>• Classroom Discussion</li> </ul>	<ul style="list-style-type: none"> <li>• Reading</li> <li>• Exercises</li> </ul>	<ul style="list-style-type: none"> <li>• Textbook (E-book)</li> <li>• Lecture slides</li> </ul>	<ul style="list-style-type: none"> <li>• Quiz</li> <li>• Assignment</li> </ul>	[4] pp. 231-246 [5] pp. 673-770
5.3 solve shortest-path problems in undirected weighted graphs	CO3	15	<ul style="list-style-type: none"> <li>o Shortest-Path Problems</li> </ul>	<ul style="list-style-type: none"> <li>• Lecture</li> <li>• Classroom Discussion</li> </ul>	<ul style="list-style-type: none"> <li>• Reading</li> <li>• Exercises</li> </ul>	<ul style="list-style-type: none"> <li>• Textbook (E-book)</li> <li>• Lecture slides</li> </ul>	<ul style="list-style-type: none"> <li>• Quiz</li> <li>• Assignment</li> </ul>	[4] pp. 231-246 [5] pp. 673-770
6.1 define tree 6.2 identify which of the given graphs are trees 6.3 familiarize the terminology for trees 6.4 draw the subtree of a tree 6.5 define rooted tree 6.6 describe a variety of models based on trees 6.7 construct a binary search tree 6.8 apply binary search trees, decision trees and game trees in solving problems	CO3	16	<b>Trees</b> <ul style="list-style-type: none"> <li>o Introduction to Trees</li> <li>o Applications of Trees</li> </ul>	<ul style="list-style-type: none"> <li>• Lecture</li> <li>• Classroom Discussion</li> </ul>	<ul style="list-style-type: none"> <li>• Reading</li> <li>• Exercises</li> </ul>	<ul style="list-style-type: none"> <li>• Textbook (E-book)</li> <li>• Lecture slides</li> </ul>	<ul style="list-style-type: none"> <li>• Quiz</li> <li>• Assignment</li> </ul>	[4] pp. 247-257 [5] pp. 781-840
7.1 describe the sentences of a formal language using a grammar 7.2 familiarize the terminology for grammar	CO3	17	<b>Introduction to Modeling Computation</b> <ul style="list-style-type: none"> <li>o Languages and Grammars</li> <li>o Finite-State Machines with Output</li> </ul>	<ul style="list-style-type: none"> <li>• Lecture</li> <li>• Classroom Discussion</li> </ul>	<ul style="list-style-type: none"> <li>• Reading</li> <li>• Exercises</li> </ul>	<ul style="list-style-type: none"> <li>• Textbook (E-book)</li> <li>• Lecture slides</li> </ul>	<ul style="list-style-type: none"> <li>• Quiz</li> <li>• Assignment</li> </ul>	[5] pp. 885-937

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<p>7.3 find the language generated by a phrase-structure grammar</p> <p>7.4 identify the type of phrase-structure grammars</p> <p>7.5 construct a derivation tree</p> <p>7.6 define finite-state machine with output</p> <p>7.7 construct the state diagram for the finite-state machine with the given state table</p> <p>7.8 construct the state table for the finite-state machine with the given state diagram</p> <p>7.9 define finite-state machine with no output</p> <p>7.10 construct the state diagram for the finite-state automaton</p> <p>7.11 determine the language recognized by the given finite-state automata</p>		<ul style="list-style-type: none"> <li>o Finite-State Machines with No Output</li> </ul>					
<b>All ILOs covered in the Course</b>		<b>18</b>	<b>FINAL EXAMINATION</b>				

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\* any interaction, course, program, or other experience in which learning takes place (<https://www.edglossary.org/learning-experience/>).

**Textbook/References**

- [1] USM Code
- [2] Student Manual
- [3] Johnsonbaugh, R. (2018). *Discrete Mathematics 8<sup>th</sup> Edition*. Pearson.
- [4] Levin, O. (2016). *Discrete Mathematics: An Open Introduction 3<sup>rd</sup> Edition*.
- [5] Rosen, K.H. (2019). *Discrete Mathematics and Its Applications 8<sup>th</sup> Edition*. New York: McGraw-Hill.

**Life-long Learning Opportunity**

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**Course Evaluation**

Course Outcomes (CO)	Assessment Task Addressing CO	Weight (%)	Satisfactory Rating	Target Standard
CO1 Demonstrate knowledge on the foundations of discrete mathematics including algorithms, integers and matrices	Quiz	35	75	60% of the class obtained satisfactory rating
	Exam	45		
	Assignment	20		
CO2 Apply counting techniques in calculation of discrete probabilities and use relations to solve problems	Quiz	35	75	60% of the class obtained satisfactory rating
	Exam	45		
	Assignment	20		
CO3 Use trees and graph theory in dealing with discrete mathematics	Quiz	35	75	60% of the class obtained satisfactory rating
	Exam	45		
	Assignment	20		

**Grading System**

**MIDTERM/FINAL TERM GRADE**

- Attendance 10%
- Quizzes 30%
- Assignments 20%
- Exam 40%

**FINAL GRADE = 50% Midterm + 50% Final term**

**PASSING GRADE: 75 (3.00)**

**Classroom Policies**

**CLASS POLICIES**

- Attendance is counted from the first regular class meeting.
- Student must wear proper uniform while attending classes.
- Cheating is strictly prohibited. Any form of dishonesty shall be dealt with accordingly. Honesty is called for at all times.
- Base-40 grading policy should be observed.
- Cellphones must be put into silent mode so as not to distract the class

**POLICY ON DISHONEST ACADEMIC PRACTICE**



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The University of Southern Mindanao does not tolerate dishonest academic practice. There are many forms of dishonesty in academic practice. Some are intentional, but some occur unintentionally due to lack of knowledge and understanding of what is meant by them. In all cases, dishonest academic practice is a serious matter, because it undermines the respect and trust which people view as academic endeavor and achievement.

Among others, dishonest practice includes:

- Plagiarism. Plagiarism is using others' ideas and words without clearly acknowledging the source of that information. To avoid plagiarism, you must give credit whenever you use, another person's idea, opinion, or theory; any facts, statistics, graph, drawings – any pieces of information – that are not common knowledge; quotations of another person's actual spoken or written words; or paraphrase of another person's spoken or written words (<https://www.ox.ac.uk/students/academic/guidance/skills/plagiarism>).
- Collusion. The submission of work done in whole or in part with another person or persons but submitted as if it had been completed by the named author alone (or joint authors if a group item of work).
- Ghost writing. The use of another person (with or without any form of payment) to prepare all or part of an item of work submitted by the group for assessment.
- Fabrication of data. The presentation of data, which are not obtained through experimentation or research.

Plagiarism can be avoided by familiarizing yourself with the material referred to in Point 1. Plagiarism can be readily detected, and the penalties are severe. It is your responsibility to ensure that you know how to avoid it.

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## MONITORING OF DELIVERY OF INSTRUCTION

Course Title	Discrete Mathematics			Semester/Academic Year	
Course Number	CpE 04	Faculty in charge		Room Number	Day/Time

Time Frame	Topics	CO Addressed	Target week/date	Delivery monitoring (Actual date)	Remarks
Week 1	Orientation on Classroom and University Policies as well as Course Overview and Grading System <b>Logic, Sets, Proofs and Functions</b> <ul style="list-style-type: none"><li>Logic</li></ul>	CO1			
Week 2	<ul style="list-style-type: none"><li>Propositional Equivalences</li></ul>	CO1			
Week 3	<ul style="list-style-type: none"><li>Predicates and Quantifiers</li></ul>	CO1			
Week 4	<ul style="list-style-type: none"><li>Sets</li><li>Set Operations</li></ul>	CO1			
Week 5	<b>Algorithms, Integers and Matrices</b> <ul style="list-style-type: none"><li>Growth of Functions</li><li>Complexity of Algorithms</li></ul>	CO1			
Week 6	<ul style="list-style-type: none"><li>Number Theory</li></ul>	CO1			
Week 7	<ul style="list-style-type: none"><li>Matrices</li><li>- Operations on matrices</li></ul>	CO1			
Week 8	<ul style="list-style-type: none"><li>Matrices</li><li>- Inverse of a matrix</li></ul>	CO1			
Week 9	<b>MIDTERM EXAM</b>				





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## MONITORING OF DELIVERY OF INSTRUCTION

Week 10	<b>Counting Techniques</b> <ul style="list-style-type: none"><li>○ The Basics of Counting</li><li>○ The Pigeonhole Principle</li></ul>	CO <sub>2</sub>			
Week 11	<ul style="list-style-type: none"><li>○ Permutations and Combinations</li></ul>	CO <sub>2</sub>			
Week 12	<b>Relations</b> <ul style="list-style-type: none"><li>○ Relations as a set of ordered pairs</li><li>○ Digraph of a relation</li></ul>	CO <sub>2</sub>			
Week 13	<ul style="list-style-type: none"><li>○ Properties of relations</li><li>○ Inverse of a relation</li><li>○ Composition of the given two relations</li></ul>	CO <sub>2</sub>			
Week 14	<b>Graph Theory</b> <ul style="list-style-type: none"><li>○ Introduction to Graphs</li></ul>	CO <sub>3</sub>			
Week 15	<ul style="list-style-type: none"><li>○ Shortest-Path Problems</li></ul>	CO <sub>3</sub>			
Week 16	<b>Trees</b> <ul style="list-style-type: none"><li>○ Introduction to Trees</li><li>○ Applications of Trees</li></ul>	CO <sub>3</sub>			
Week 17	<b>Introduction to Modeling Computation</b> <ul style="list-style-type: none"><li>○ Languages and Grammars</li><li>○ Finite-State Machines with Output</li><li>○ Finite-State Machines with No Output</li></ul>	CO <sub>3</sub>			
Week 18	<b>FINAL EXAM</b>				