

Year 13 Computer Science

Revision

3.0 Programming project

Analysis of the problem - Design of the solution - Developing the solution - Evaluation

2.2 Problem solving and programming

Programming techniques - Computational methods

2.3.1 Algorithms

Big O notation - stacks - queues - trees - linked lists - depth-first (post-order) and breadth-first traversal of trees

2.1 Elements of computational thinking

Thinking abstractly - Thinking ahead - Thinking procedurally - Thinking logically - Thinking concurrently

2.3.1 Algorithms

Sorting and Searching algorithms - Dijkstra's shortest path algorithm - A* algorithm