

## Official Blurb

### **151 Functional Problem Solving (Fall or Spring) 4 credits**

A lab-based introduction to basic ideas of computer science, including recursion, abstraction, scope and binding, modularity, the design and analysis of algorithms, and the fundamentals of programming in a high-level, functional language. Includes formal laboratory work. Prerequisite: none.

---

Copyright © 2007-9 Janet Davis, Matthew Kluber, Samuel A. Rebelsky, and Jerod Weinman. (Selected materials copyright by John David Stone and Henry Walker and used by permission.) This material is based upon work partially supported by the National Science Foundation under Grant No. CCLI-0633090. Any opinions, findings, and conclusions or recommendations expressed in this material are those of the author(s) and do not necessarily reflect the views of the National Science Foundation. This work is licensed under a Creative Commons Attribution-NonCommercial 2.5 License. To view a copy of this license, visit <http://creativecommons.org/licenses/by-nc/2.5/> or send a letter to Creative Commons, 543 Howard Street, 5th Floor, San Francisco, California, 94105, USA.