



Elective 2C:

COMPUTATIONAL THINKING, ALGORITHM & PROGRAMMING

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Curriculum Framework

Databases

Proposed Curriculum Framework (2025 HKDSE onward)

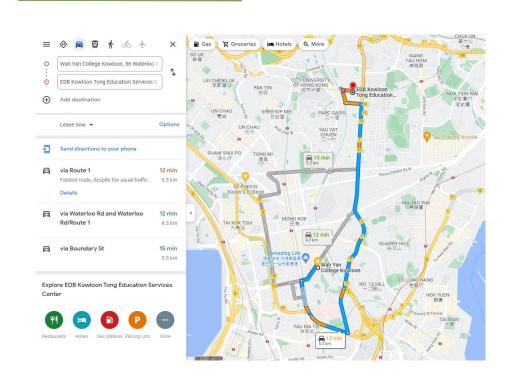
The Compulsory Part (144 hours)					
A. Information Processing	(37 hours)	B. Computer System I	Fundamentals	(20 hours)	
C. Internet and its Applications	(31 hours)	D. Computational Thir	nking and Programming	(48 hours)	
E. Social Implications	(8 hours)				
		+ = 4	-0% Lesson time	+ SBA	
The Elective Part (76 hours) (Choose any two)					
A.		B.	C.		

Reference: https://www.edb.gov.hk/attachment/en/curriculum-development/kla/technology-edu/resources/computer-edu/Curriculum_Renewal_on_SS_ICT.pdf

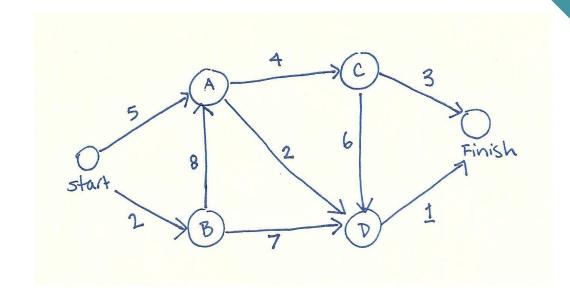
Web Application Development

Algorithm and Programming

COMPUTATIONAL THINKING AND ALGORITHM



Google Map



Dijkstra Algorithm
(Finding the Shortest Path)

Reference: https://medium.com/@yk392/dijkstra-algorithm-key-to-finding-the-shortest-path-google-map-to-waze-56ff3d9f92f0

PROGRAMMING LANGUAGES

	Python	C++
Simplicity of language	Simple and easy to kickstart	A bit more difficult than Python Easier than C, VB, Java Similar to Pascal
Run time speed	Slower as an interpreted language	Faster as a compiled language
Usage	Machine Learning, AI, project-based competitions	System software, Drivers, Game development, Olympiad in informatics contests
Considerations	May have wrong programming concept like: swapping (a,b = b,a) for loop (for x in alist:)	More difficult to kickstart: Syntax like ';' '{' '}' Include libraries Declaration of variables

NUMBER OF ELECTIVE CANDIDATES

2021	Number Sat	%		2025	Number Sat	%
All	5355	100%	→	All	5355	100%
2A	710	13%	→	2A	3570	83%
2B	78	1%	→	2B	3570	40%
2C	3151	59%	7	-	-	-
2D	1429	27%	→	2C	3570	76%

By HKEAA

By Polling & Forecasting

Reference: https://www.hkeaa.edu.hk/en/HKDSE/hkdse_subj.html?A2&2&16&A2&2&16

PROGRAMMING IN HKDSE 2025+ (2022-23 F4 ICT)

	Core	Elective 2C
Lesson time	24 hours → 48 hours	75 hours → 38 hours
Changes	* C++, Python, Pascal+ Programming development+ Testing and Debugging	 * C++, Python, Pascal - Programming Languages - Systems Development + Applications of Programming in Real Life
Topics	 Variable & Constant Data types Input & Output Selection (If-Then-Else) Iteration (Single layer loop) Array (1D) String Manipulation Sub-program Basic Algorithms (Max & Min, Linear Search, etc.) Testing & Debugging 	 All topics in Core Iteration (Nested loop) Array (2D+) File handling Sub-program with parameter passing Algorithms (Binary Search, Sorting, etc.) Data Structures (Stack, Queue, Linked list) Event handler Extended modules (Sensors and devices)

Reference:

PSEUDOCODE ORIENTED

[Modified from 2021 DSE ICT1B Q.3]

3. Peter designs an algorithm to encrypt an array of binary digits, A, as shown below:

$$I \leftarrow 5$$
while $A[I] \iff 1$
 $I \leftarrow I - 1$
 $A[I] \leftarrow 1 - A[I]$

(a) Suppose that the initial content of A is:

A[1]	A[2]	A[3]	A[4]
0	0	1	1

What is the content of A after executing the algorithm?

A[1]	A[2]	A[3]	A[4]

(b) Suppose that the content of A after executing the algorithm is:

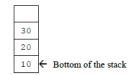
A[1]	A[2]	A[3]	A[4]
1	0	1	0

What is the initial content of A?

A[2] A[3]	A[4]
7.7	

[DSE 2019 ICT P2D Q.1]

13. Peter uses stacks to manage boxes. Each box stores some apples. In the following example, a stack contains 3 boxes with 10, 20 and 30 apples.



Below are the operations on the stacks:

 Operation
 Description

 Push (S, k)
 Pushes a box with k apples into stack S.

 Pop (S)
 Removes a box from stack S and returns the number of apples in the box.

Empty(S) Returns TRUE if stack S has no boxes in it; otherwise, returns FALSE.

(a) (i) Initially there is an empty stack A. Write down the final content of A after executing the following pseudocode. (2 marks)

Push(A, 10)

Push(A, 20)

TMP ← Pop(A)

if Empty(A) then Push(A, 30)

 (ii) Initially there is an empty stack B. Write down the final content of B after executing the following pseudocode.
 (2 marks)

Push(B, 10)
Push(B, 20)
Push(B, 30)
Push(B, Pop(B)+Pop(B))

Reference: HKEAA ICT 2025 Sample paper

SOME PYTHON / C++ CODE REQUIRED

(b) Complete the following program segment ALG1 to calculate the total amount, TOTAL, that Mary has spent.

(3 marks)

[Python version]

```
TOTAL =

I = 1

while I

TOTAL =

I = I + 1
```

[C++ version]

Reference: HKEAA ICT 2025 Sample paper

PROBLEM 1: TECHNICAL SUPPORT

"I have no PC at home."

"I cannot setup the IDE/SDK."

"I am using MacOS but not Windows."



PROBLEM 2: DEBUGGING FOR INDIVIDUALS

"Please debug my program."

"I don't know what's going on."



PROBLEM 3: LEARNER DIVERSITY

"Too easy. I have finished."

"Too difficult. I can't finish."



OTHER PROBLEMS:

- Cannot keep track of the learning progress
- Difficult to collect and mark the assignments
- Lack of DSE level exercises
- Etc.



Introduction to HKOI Online Judge

https://hkoi.org/

Organizer:



教育局

Co-organizer:







What is an Online Judge

- Interactive tool to learn programming
- Submit programs to solve programming tasks
- **Instant automated feedback** whether the program is correct
 - Black-box testing using test cases (input and expected output)
- Available **24/7**
- Can be used to host contests



Popular online judges

- Codeforces (Russia)
- CodeChef / HackerRank (India)
- AtCoder (Japan)
- TopCoder (United States)





 However, none of these are tailored for / suitable for Hong Kong secondary school curriculum International Competitions (TFT / NOI / IOI Tasks)

Interschool Competitions (Extended Tasks)

ICT Curriculum (HKDSE Tasks)

Professional Ladder



HKOI Online Judge

Schools can subscribe to HKOI Online Judge to make the platform available to the students.

2020/21 subscribers:

44 schools





Free license available for full-time teachers

	Trial (Unlimited time)	Individual Student License	School License (Basic version)	School License (Full version)	
License Fee for Year 2021/22	Free				
Student licenses	N/A	Refer to www.hkoi.org			
Full-time teacher licenses	Up to 3				
Instructor licenses	N/A				
Features	All existing features that were available in 2020/21			+ Task hosting	

DEMO