

Computer Science in Logic-Sense Models

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Abstract: The structure and types of logic-sense models (LSM) enabling to analyze, represent and create information on the basis of three philosophical categories of “essence”, “peculiar” and “unique” are studied. The scheme of designing different types of LSM from the set of axes, mechanisms of transforming, comprising the choice of a new object of design and obtaining a new frame are given. The mechanisms of selecting a new object of design when forming LSM at the levels of “essence”, “peculiar” and “unique” are described. LSM of computer science course is designed for objects studied in computing.
