

Computing Profession

- **2 THE COMPUTING PROFESSION**
- 2.1 THE CONCEPT OF A PROFESSION
- 2.2 ROYAL CHARTERS
- 2.3 PROFESSIONAL CONDUCT
- 2.4 EDUCATION
- 2.5 THE ADVANCEMENT OF KNOWLEDGE
- 2.6 CONTINUING PROFESSIONAL DEVELOPMENT
- 2.7 REPRESENTING THE PROFESSION
- 2.8 MEMBERSHIP GRADES
- 2.9 RESERVATION OF TITLE AND FUNCTION

Companies and Organisations

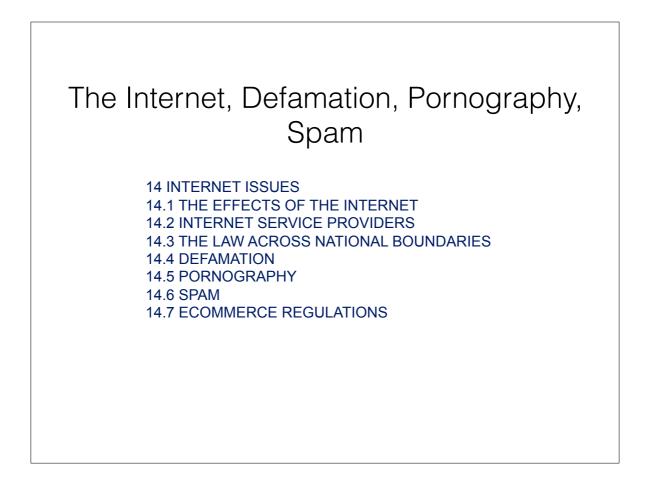
3 WHAT IS AN ORGANISATION?

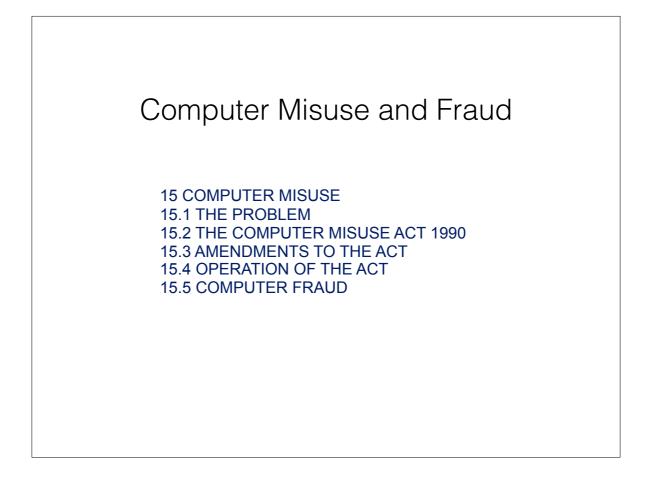
- 3.1 THE ROLE OF ORGANISATIONS
- 3.2 COMMERCIAL ORGANISATIONS 3.3 LIMITED COMPANIES
- 3.4 SETTING UP A COMPANY
- 3.5 THE CONSTITUTION OF A LIMITED COMPANY
- 3.6 DIRECTORS 3.7 TAKEOVERS, MERGERS AND OUTSOURCING
- 3.8 NON-COMMERCIAL BODIES
- 4 STRUCTURE AND MANAGEMENT OF ORGANISATIONS 4.1 ORGANISATIONAL MODELS
- **4.2 STRUCTURING PRINCIPLES** 4.3 DEPTH OF STRUCTURE
- 4.4 CENTRALISATION 4.5 SETTING UP A STRUCTURE IN PRACTICE
- 4.6 JOB DESIGN

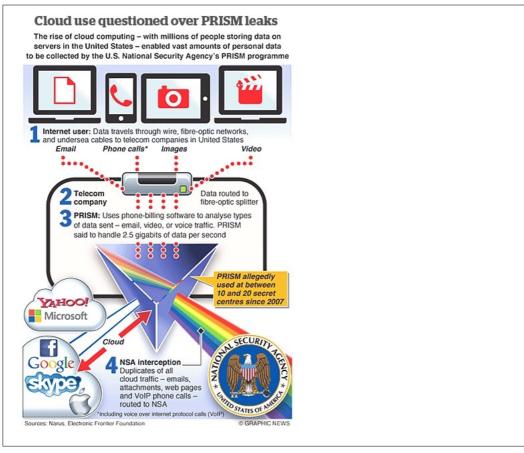


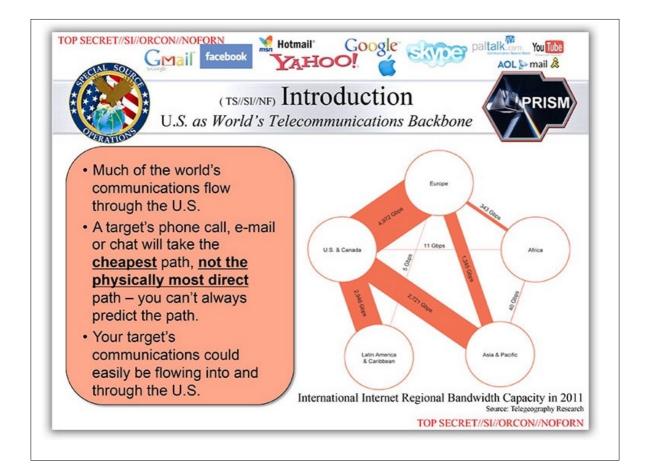


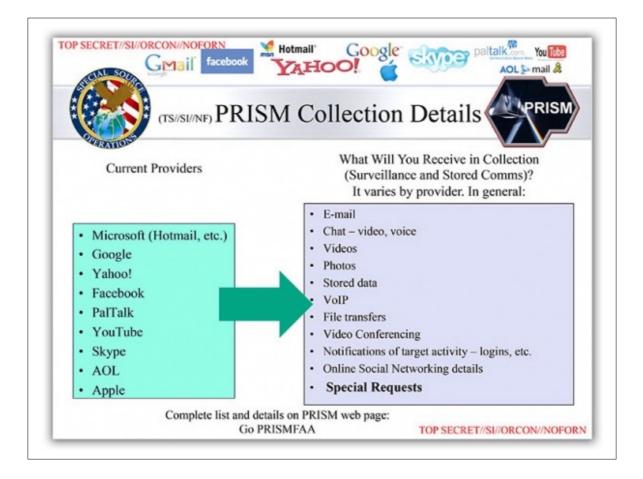


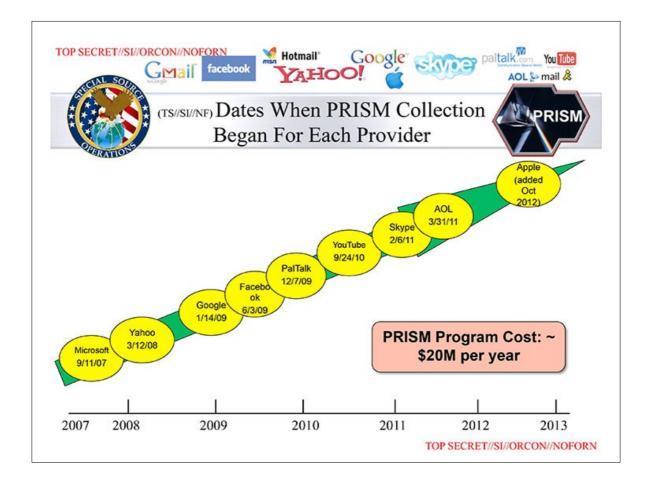


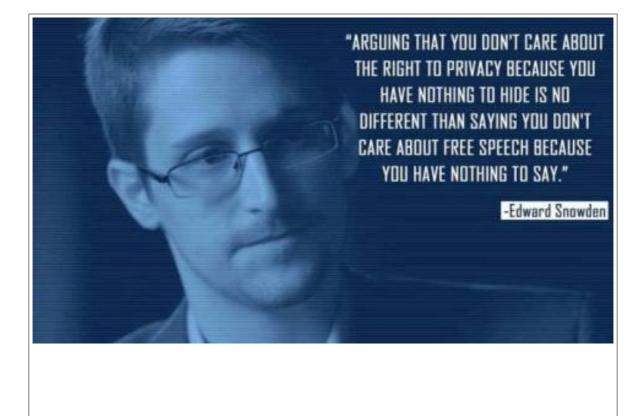












Straw Poll

Government and Law	25	
Computing Profession	16	
Companies and Organisations	60	
Finance Accounting and Investment	61	
Human Resources and Discrimination	28	
IPR Software Contracts, Data Protection, Privacy	70	
The Internet Defamation, Pornography, and Spam	30	
Computer Misuse and Fraud	38	
Surveillance and Encryption	77	
The Digital Divide	20	

