Computer Science

300 Technology Hall
Telephone: 256.824.6088
Email: info@cs.uah.edu

The Computer Science departments offers the following undergraduate degrees:

• Computer Science, BS (http://catalog.uah.edu/undergrad/colleges-departments/science/computer-science/computer-science-bs)
• Computer Science, BS - Entertainment Computing Concentration (http://catalog.uah.edu/undergrad/colleges-departments/science/computer-science/computer-science-computing)

Program Objectives
The Computer Science Department, with commitment to excellence in teaching, research, service, and overall development of students, has closely aligned its mission to the following University Goals.

• Be nationally and internationally recognized as an institution to which government, industry, and academic leaders turn for opinions on societal issues, especially those involving technology
• Ensure an environment where curiosity, discovery, innovation, and entrepreneurship are valued.

Program Educational Objectives: Computer Science graduates

• Will create value for their organization through the application and/or documentation of Computer Science principles.
• Will show leadership capability and work effectively with others of varying backgrounds in team environments.
• Will pursue professional development through graduate study and/or continuing education.

Learning Outcomes
Student Learning Outcomes: Computer Science graduates will have

• An ability to apply knowledge of computing and mathematics appropriate to Computer Science.
• An ability to function effectively on teams to accomplish a common goal;
• An understanding of professional, ethical, legal, security, and social issues and responsibilities;
• An ability to communicate effectively with a range of audiences;
• An ability to analyze the local and global impact of computing on individuals, organizations, and society.
• Recognition of the need for, and an ability to engage in, continuing professional development;
• An ability to use current techniques, skills, and tools necessary for computing practices.
• An ability to apply mathematical foundations, algorithmic principles, and computer science theory in the modeling and design of computer-based systems in a way that demonstrates comprehension of the tradeoffs involved in design choices
• An ability to apply design and development principles in the construction of software systems of varying complexity.

Majors in Computer Science

• Computer Science, BS (http://catalog.uah.edu/undergrad/colleges-departments/science/computer-science/computer-science-bs)
• Computer Science, BS - Entertainment Computing Concentration (http://catalog.uah.edu/undergrad/colleges-departments/science/computer-science/computer-science-computing)

For more information about the Computer Science department, please visit www.cs.uah.edu.
Minors in Computer Science

- Computer Science (http://catalog.uah.edu/undergrad/colleges-departments/science/computer-science/computer-science-minor)

CS 100 - INTRO COMPUTERS & PROGRAM
Semester Hours: 3

Introduction to program design and implementation in the Visual Basic programming language, using hands-on programming assignments, class demonstrations and lectures. Problem analysis and some testing techniques. Basic program structure, data types, control structures, and file organization.

CS 102 - INTRO TO C PROGRAMMING
Semester Hours: 3

Introduction to program design and implementation in the C programming language, using hands-on programming assignments, class demonstrations and lectures. Problem analysis and some testing techniques. Basic program structure, and file organization.

CS 103 - INTRO PROGRAMMING USING JAVA
Semester Hours: 3

Introduction to program design and implementation in the Java programming language, using hands-on programming assignments, class demonstrations and lectures. Problem analysis and some testing techniques. Basic program structure, data types, control structures, methods and file organization.

CS 105 - COMP SCI SEM:ETH/PROFESS
Semester Hour: 1

Issues associated with the ethical use of computers in the information age. Ethics, professionalism, software piracy, copyrighting software, ethical standards and the impact of computers on society will be covered. Familiarization with the local computing environment will also be covered.

CS 109 - INTRO TO PROGRAMMING II/A&M UN
Semester Hours: 3

CS 112 - INTRO TO PC UNIX
Semester Hour: 1

CS 121 - COMPUTER SCIENCE I
Semester Hours: 3

Review of problem solving techniques, algorithm development, and fundamental language features; e.g., loops, decisions. In depth coverage of functions, arrays, I/O. Principles of software design, implementation, and testing. Introduction to object oriented design and the C++ programming language. Prerequisites: CS 102 or 103, and either MA 113, 115, 120, 171, 172, 201, 238, 244, or 324.

CS 143 - INTRO TECH MULTIMEDIA & GAMING
Semester Hours: 3

Introduction to terminology, technologies and tools for multimedia and gaming. Elements such as text, sound, images, animation, video, and how they are represented, captured, edited, stored, and published. Overview of multimedia and gaming technologies, multimedia authoring, publishing on the web.

CS 206 - COM ORG & SOFTWARE SYS I
Semester Hours: 3

CS 214 - INTRO DISCRETE STRUCTURE
Semester Hours: 3

Review of set algebra including mappings and relations. Algebraic structures including semigroups and groups. Elements of theory of directed and undirected graphs; Boolean algebra and propositional logic and applications of these structures to various areas of computer science. Prerequisites: MA 171 and either CS 121 or CPE 112.

CS 217 - ANALYTIC TECH GAMING
Semester Hours: 3

Mathematics for understanding & implementing 3-dimensional graphics & interactive physical modeling in computer games. Topics: coordinate systems, vectors, matrices, transformations, kinematics, dynamics, automata, and probability. Focused on practical mathematics rather than theoretical derivations. Prerequisites: MA 120 or MA 171.
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<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Semester Hours</th>
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<tbody>
<tr>
<td>CS 221</td>
<td>COMP SCI II: DATA STRUCTURES</td>
<td>3</td>
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<td></td>
<td>Advanced features of the C++ programming language, including pointers, recursion, classes, and inheritance. Fundamental data structures including linked lists, stacks, queues, binary search trees. Basic sort and search algorithms. Design, development, and documentation of object-oriented programs. Prerequisites: CS 121. Either MA 113, or 115. Prerequisites with concurrency: MA 171 or CS 217.</td>
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<td>CS 251</td>
<td>C++ PROGRAMMING/CALHOUN</td>
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<tr>
<td>CS 261</td>
<td>COBOL PROGRAMMING/CALHOUN</td>
<td>3</td>
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<tr>
<td>CS 301</td>
<td>BASIC COMPUTER SCIENCE</td>
<td>3.3</td>
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<tr>
<td>CS 307</td>
<td>OBJECT ORIENT/PROG C++</td>
<td>3</td>
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<td>CS 308</td>
<td>COMP ORGAN &amp; ASSEM LANG PROG</td>
<td>3</td>
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<td>CS 309</td>
<td>SWITCHING THEORY</td>
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<td>Boolean algebra, Boolean function minimization techniques, design and analysis of combinatorial circuits, design and analysis of sequential circuits, asynchronous circuits, timing and loading problems, designing with integrated circuits. A lab section must be scheduled for this course. Prerequisites: CS 121. Prerequisite with concurrency: CS 214.</td>
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<tr>
<td>CS 309L</td>
<td>LABORATORY</td>
<td>0</td>
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<td>Lecture/Lab 3. Students enrolling in CS 309L must enroll concurrently in CS 309.</td>
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<tr>
<td>CS 314</td>
<td>DATA ORG/FILE PROCESSING</td>
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<td>CS 317</td>
<td>INTO DESIGN/ANAL OF ALG</td>
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<td>Introduction to complexity analysis of algorithms; emphasis on searching, sorting, finding spanning trees and shortest paths in graphs. Design techniques such as divide &amp; conquer, dynamic programming, and backtracking. Introduction to problem classification; i.e. NP, intractable, and unsolvable. Prerequisites: MA 244 and CS 214, and either CS 221 or CPE 212.</td>
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<td>CS 321</td>
<td>INTRO OBJECT-ORIENTED PROG JAV</td>
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<td>Writing substantial object-oriented programs in Java, including design, documentation and testing. Advanced data structures (e.g., balanced trees, hash tables). Graphical interface programming using the Java abstract windowing toolkit. Comparison with other object-oriented languages, notably C++. Prerequisites: CS 221.</td>
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<td>CS 325</td>
<td>PROFESSIONAL &amp; COMPUTG ETHICS</td>
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<td>The course focuses on two major aspects of professionalism and computer ethics. The first concerns the rule of values and normative principles in the practice of computing or more specifically software development. The second concerns the impacts of computer technologies on society. Prerequisite with concurrency: CS 321.</td>
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<td>CS 330</td>
<td>ARTFCL INTEL &amp; GAME DEV</td>
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<td></td>
<td>Techniques and concepts of artificial intelligence applied game development and production. Topics: path planning, decision making, tactics, and non-rational behaviors. Prerequisites: CS 143 and CS 221.</td>
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CS 347 - INTRO VIDEO GAME DESGN & PROGM
Semester Hours: 3

Provides students with an overview of the video game production process. Covers both theory and practice of game design and programming. Students produce 2D and 3D games from beginning to end using existing game engines. Hands-on focus and project-oriented. CS 143 is highly recommended. Prerequisites: CS 221.

CS 365 - DATA BASE PROGRAMMING/ATHENS
Semester Hours: 3.3

CS 371 - MOBILE COMPUTING APP INCT & D
Semester Hours: 3

Considers application design for the mobile space with emphasis on mobile computer interfaces, including GUI for mobile environments, entertainment computing, and cross-platform development. This course is also a component of the Entertainment Computing Track. Prerequisites: CS 221 or CPE 212.

CS 384 - OPERATING SYSTEMS/A&M
Semester Hours: 3

CS 390 - UNIX PROGRAMMING
Semester Hours: 3

Design and development of systems and programs in the UNIX environment. File and terminal I/O, processes, inter-process communication, signals. Pattern searching, filters, pipes. Shell programming. Program and system development tools such as awk, C, make, sed, and yacc. Prerequisites: CS 221.

CS 391 - INT NETWORK ADMIN PRINC WINDOW
Semester Hours: 3

Network administration principles for installing and administrating Windows networks. OS installation, general network topologies and protocols, and Windows client-server architecture. User management, network file and security systems, and disaster-recovery are also covered. Prerequisites: CS 221.

CS 392 - INT NETWORK ADMIN PRINC FOR UN
Semester Hours: 3

Linux OS installation, network topologies and protocols, and UNIX client-server architecture. User management, network file and security systems, kernel configuration, print servers, domain name service, mail servers, Web and ftp servers are included. Design and implementation of a UNIX domain. Prerequisites: CS 390.

CS 396 - SPECIAL TOPICS
Semester Hours: 3

Course offered by an instructor in a specialized area of computer science. Must have approval of instructor.

CS 397 - SPECIAL TOPICS
Semester Hours: 3

Course offered by an instructor in a specialized area of computer science. Must have approval of instructor.

CS 398 - SPECIAL TOPICS
Semester Hours: 3

Course offered by an instructor in a specialized area of computer science. Must have approval of instructor.

CS 403 - INT FORML LANG AUTO THRY
Semester Hours: 3

Introduction to concepts and formalisms of formal languages and automata theory. Includes fundamental mathematical concepts, grammars and corresponding automata, and deterministic parsing of programming languages. Prerequisites: CS 317.

CS 409 - COMPUTER ORG & ARCHITEC/ATHENS
Semester Hours: 3

CS 413 - INTRO DIGITAL COMP DESIGN
Semester Hours: 3

Design of computer systems and subsystems, including register transfer, bus structure, timing and control. Pipelining, memory systems including cache and cache coherence, arithmetic, and I/O units. Interrupt handling. A lab section must be scheduled for this course. Prerequisites: CS 308 and CS 309.
CS 413L - LABORATORY
Semester Hours: 0

Lecture/Lab 3. Students enrolling in CS 413L must enroll concurrently in CS 413.

CS 420 - ADV COBAL PROGRAMMING/ATHENS
Semester Hours: 3

CS 424 - PROGRAMMING LANGUAGES
Semester Hours: 3


CS 440 - DATA SYSTEMS/ATHENS
Semester Hours: 3

CS 443 - INTRO TO MULTIMEDIA SYSTEMS
Semester Hours: 3

Multimedia authoring, color models for image and video, introduction to image and video compression, digital audio, multimedia networks, multimedia synchronization, multimedia retrieval. Taught as CS 443/543. Prerequisites: CS 317.

CS 445 - INTRO COMPUTER GRAPHICS
Semester Hours: 3

Introduces underlying theory and mechanics of interactive computer graphics. Basic modeling, rasterization, 2D/3D transformations, and viewing. 3D graphics rudiments. Some hardware and historical perspectives. Many programs. Same as CS 545; take only one! Prerequisites: CS 221 and MA 244 or CS 217.

CS 446 - ADVANCED COMPUTER GRAPHICS
Semester Hours: 3

High resolution 3D graphics. Advanced topics in viewing, vertex & fragment processing, illumination & shading, 3D modeling (curve & surface representation, texture mapping. Some coverage of solid modeling and color theory. Game production pipeline. Many programming projects. Taught as CS 446/546. Prerequisites: CS 445 and at least junior standing.

CS 447 - GAME ENGINES & LEVEL DEVELOPMENT
Semester Hours: 3

Students produce fully functional games from beginning to end with team members. Focused on engineering development and art asset generation and management. Examines the design, development, and distribution of computer games using game engines for cross-platform implementation. Taught as CS 447/547. Prerequisites: CS 330 and CS 445.

CS 451 - SOFTWARE ENGINEERING/ATHENS
Semester Hours: 3

CS 453 - CLIENT/SERVER ARCHITECTURES
Semester Hours: 3

Aspects of client/server distributed computing, a paradigm that includes technologies addressing web services (such as AJAX using JavaScript/PHP, ASP.NET) as well as distributed objects (such as .NET remoting, CORBA). Students will apply the concepts in practical distributed programs. Prerequisites: CS 307 or CS 321. CS 420 is recommended.

CS 454 - INTRO TO CLOUD COMPUTING
Semester Hours: 3


CS 465 - NETWORK SECURITY
Semester Hours: 3

Introduction to Network Security: Fundamentals of network security and cryptography. Examines security at different network layers. Wireless security. Firewalls. Intrusion detection and penetration analysis. Prerequisites: CS 121 or CPE 112 AND CS 221 or CPE 221.

CS 470 - INTRO TO COMPUTER NETWORKS
Semester Hours: 3

Introduction to the organization and operation of computer networks. Physical, Data Link, Network, Transport, and Application-layer protocols and algorithms; LAN and WAN systems; TCP/IP; wired and wireless organizations; security approaches. Prerequisites: CS 413.
CS 483 - COMPILERS/A&M
Semester Hours: 3

CS 485 - COMPUTER & SOFTWARE SECURITY
Semester Hours: 3
This course examines the issues related to security policies, models and mechanisms applicable to providing security for computer-based systems including operating systems, database management systems, and networks. Corequisite: CS 490.

CS 487 - DATABASE SYSTEMS
Semester Hours: 3
Basic concepts of database management systems with a focus on relational and object-oriented systems. Database design including semantic models and normalization. Design issues including query languages, internal storage, recovery, concurrency, security, integrity, and query optimization. Senior standing required.

CS 490 - INTRO TO OPERATING SYSTEMS
Semester Hours: 3
Principles of operating systems. Process management, memory management, I/O management, and file systems. Specific topics include process states, threads, CPU scheduling, concurrent processing, virtual memory. Contemporary operating systems will be used as examples. Prerequisites: CS 413.

CS 495 - SEL TOPICS:UNDERGRAD CS
Semester Hours: 3
Individual directed study under the supervision of an instructor. Instructor approval required.

CS 496 - SPECIAL TOPICS
Semester Hours: 3
Course offered by an instructor in a specialized area of computer science. Instructor approval required.

CS 497 - SPECIAL TOPICS
Semester Hours: 3
Course offered by an instructor in a specialized area of computer science. Instructor approval required.

CS 498 - SPECIAL TOPICS
Semester Hours: 3
Course offered by an instructor in a specialized area of computer science. Instructor approval required.

CS 499 - SR PROJ:TEAM SOFTWARE DESIGN
Semester Hours: 3
A combination of lectures on proven software engineering approaches, and team working sessions. Each student will participate in a sizable, complex, software development project based on a team approach. Each team will be required to provide oral and written documentation of their work. Prerequisites: CS 317.