Computer Science (CS)

CS 513 - INTENSIVE COMP ARCH & OS
Semester Hours: 4

Combinational circuits and sequential circuits. Computer hardware organization including CPU, instruction representation Assembly language. Floating point. Register transfer. Pipelining, memory systems including cache. Digital arithmetic, I/O units. Scheduling, file management, processes, threads, virtual machines, hypervisors. Prerequisites: MA 172 or equivalent and (CS 521 or CS 221 or CPE 212 or equivalent).

CS 517 - INTENSIVE COMPUTING THEORY
Semester Hours: 4

Intensive introduction to computing theory selected core topics from the undergraduate Computer Science curriculum, including Boolean algebra, digital logic, proof methods, recursion and recurrences, graphs and trees, iterative and recursive algorithms, sorting and searching algorithms, and divide-and-conquer algorithms. Prerequisites: MA 172 or equivalent and (CS 521 or CS 221 or CE 211 or equivalent).

CS 521 - INTENSIVE INTRODUCTION TO PROGRAMMING AND SOFTWARE ENGINEERING
Semester Hours: 4

A comprehensive, intensive introduction to programming, data structures, software engineering, and problem solving fundamentals. Primary language used in this course is C++, with an intro to other widely used languages, such as Java and Python. No credit for students who have taken data structures. No credit for CS gradate students. Prerequisite: MA 172.

CS 524 - PRINCIPLES PROGRAMMING LANG
Semester Hours: 3

Comparison of principles and paradigms of modern programming languages. How different programming languages implement lexical, syntax, and semantic analysis, including the design of compilers. Formal grammars, BNF notation, parse trees, abstract data types. No credit for student who have taken CS 424. Prerequisite: CS 317 or CS 517.

CS 526 - PROG TRANS & COMPILER CONSTR
Semester Hours: 3

Language representation; grammar classification; lexical analysis technique and tools; parsing technique and tools; compile-time and run-time symbol table design; code generation and optimization; error diagnostics. Compiler writing tools. Prerequisite: CS 317 or CS 517; (CS 424 or CS 524 and CS 403 recommended).

CS 530 - SURVEY ARTIFICIAL INTELLIGENCE
Semester Hours: 3

Survey of Artificial Intelligence (AI). AI crosses many disciplines, to make computational systems behave intelligently. This course provides a broad intro of AI sub-domains, including search, knowledge representation, reasoning, & machine learning. No credit for students who have taken CS 430. Prerequisite: CS 317 or CS 517; (CS 424 or CS 524 recommended).

CS 543 - 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. Students may not receive credit for both CS 443 and CS 543. Prerequisite: CS 317 or CS 517; (CS 490 recommended).

CS 545 - 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. No credit for students who have taken CS 445 Prerequisites: (CS 221 or CS 517) and MA 244.

CS 546 - ADVANCED COMPUTER GRAPHICS
Semester Hours: 3

High resolution 3D graphics, including advanced topics in viewing, vertex processing, fragment processing, local and global illumination and shading, 3D modeling (including curve and surface representation), texture mapping, and some coverage of solid modeling and color theory. Game production pipeline. Hierarchical issues, visibility, and 3D processing algorithms may also be covered. A significant number of programming projects are involved, with some different program requirements and additional theoretical expectations for CS 546 students. (Same as CS 456; no credit for both). Prerequisite: CS 445 or CS 545.
CS 547 - GAME ENGINES & LEVEL DEV
Semester Hours: 3

(Same as CS 447) This course provides the opportunity for students to produce fully functional games from beginning to end with team members. Along the way, students work on homework/projects involving design document creation, prototyping and gameplay/implementation. Also, game software as artistic content has led to collaborations between engineers and artists. In this course, students focus on not only game engineering development but also art asset generation and management. Considers a 3D game design and development using game engines focusing on the fundamental components for developing cross-platform games. The course focus includes design, development, and distribution of computer games. Emphasis also is on user interface and menus, scripting for game programming, game physics, terrain generation, asset management, animation management, special effects, and cross platform game development. Students may not receive credit for both CS 447 and CS 547. Prerequisites: CS 330 and (CS 445 or CS 545).

CS 548 - HUMAN-COMPUTER INTERACTION
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. Introduction to human-computer interaction and principles of graphical user interface design. Includes examination of interactive environments including windowing systems development tools, multimedia, and visual programming interfaces. Prerequisite: CS 445 or CS 545.

CS 553 - CLIENT/SERVER ARCHITECTURES
Semester Hours: 3

Client/server distributed computing. Web based applications. Students will practice concepts in programs involving leading edge technologies such as AJAX, RESTful and WS-* web services, Enterprise Java Beans, .NET. No credit for students who have taken CS 453 Prerequisite: (CS 307 or CS 321) (CS 370 recommended).

CS 554 - INTRO TO CLOUD COMPUTING
Semester Hours: 3

Different cloud computing paradigms: IaaS, SaaS, PaaS. Open Source cloud software (for ex., OpenStack, CloudStack), RESTful interfaces, AWS interface. Cloud security. Students may not receive credit for both CS 454 and CS 554. Though not required as a prereq, students are recommended to have taken CS 390 or CS 590. Prerequisites: (CS 307 or CS 321 or CPE 353) and (CS 370, or CPS 348, or IS 460 or IS 560).

CS 565 - NETWORK SECURITY
Semester Hours: 3

Fundamentals of network security and cryptography. Examines security at different network layers. Wireless security. Firewalls. Intrusion detection and penetration analysis. Students may not receive credit for both CS 465 and CS 565. Prerequisites: CS 221 or CPE 212.

CS 566 - OFFENSIVE SECURITY
Semester Hours: 3

Theoretical and practical network and web app Penetration Testing with hands on labs for the five ethical hack phases including reconnaissance, scanning & vulnerability assessment, gaining access and exploitation, maintaining access, covering tracks. Other red-team offensive security approaches.

CS 571 - MOBILE COMPUTING SFTWR ARC&DEV
Semester Hours: 3

Considers application design for the mobile space, focusing on the fundamental requirements for mobile applications that target mobile devices. The course focus includes development, testing, distribution of mobile applications in a cross-platform environment. Emphasis also is on multimedia and entertainment computing and games. This course will also cover various issues in mobile computing from the readings from research literature such as software engineering practices, analysis of social media and general mobile analytics. Prerequisites: CS 221 or CPE 212.

CS 580 - MOBILE DIGITAL FORENSICS
Semester Hours: 3

This course examines digital forensics of mobile devices such as smart phones and tablets in a law enforcement context. Mobile device characteristics that make forensics examinations difficult are discussed. Various forensics tools are critically examined with an eye toward improved tool development. Prerequisites: CS 413 or CS 513 or CPE 323.

CS 581 - MODELING & SIMULATION I
Semester Hours: 3

Discrete event simulation from a computer science perspective. Mathematics of probability distributions applied to simulation. Design, implementation, and application of discrete event simulation software. Application to computer and network system design. Prerequisites: CS 221 and either MA 385 or MA 585 OR ISE 390 or ISE 690.
CS 582 - MODELING & SIMULATION II  
Semester Hours: 3  
Advanced modeling methods, including Monte Carlo simulation, agent-based modeling, and mathematical modeling, from a Computer Science perspective. Emphasis on implementation, execution, and validation of working computer models using different modeling methods. Prerequisites: CS 481 or CS 581.

CS 585 - INTRO CYBERSECURITY ENGR  
Semester Hours: 3  
Introduction to cryptography, computer security, security management, auditing, process analysis, software security, evaluation, and testing. Focuses on tools, processes, and methods needed to design, implement, and test systems and to adapt existing systems to survive in a hostile environment. No credit for students who have taken CS 485 or CPE 449. Prerequisites: CS 370 or CPE 348.

CS 588 - INTRO TO BIG DATA COMPUTING  
Semester Hours: 3  
Provides big data concepts and characteristics; big data architectural concepts; big data ecosystem. Includes MapReduce framework and programming and coverage of big data applications. No credit for students who have taken CS 488. Prerequisites: CS 317 or CS 517.

CS 590 - PROGRAMMING ENVIRON W/UNIX  
Semester Hours: 3  
Strategies for design and development of systems and programs in the UNIX environment. Emphasis: automated tool and system development using UNIX tools. Advanced shell concepts including control flow and interrupt handling. Process and inter-process communication. Prerequisites: CS 221; (CS 390 recommended).

CS 595 - INDEPENDENT STUDY  
Semester Hours: 3  
Individual directed study under the supervision of an instructor. Must have approval of the instructor.

CS 596 - SPECIAL TOPICS  
Semester Hours: 3  
Individual directed study under the supervision of an instructor. Must have approval of the instructor.

CS 600 - INTERNSHIP IN COMPUTER SCIENCE  
Semester Hour: 1  
Work experience in Computer Science or a related field in a business or government agency; conducted under the direction of the agency supervisor and approved by a member of the CS faculty. A substantial report must be produced and approved by the supervisor and the faculty member.

CS 603 - FORMAL LANG/AUTOMAT THRY  
Semester Hours: 3  

CS 613 - COMPUTER ARCHITECTURES  
Semester Hours: 3  
Organization, operation, and analysis of advanced computer architectures. Topics include advanced pipelining approaches, multi-processor architectures, instruction set architectures, memory hierarchy design, hardware and software-based performance optimization, and system performance measurement. Prerequisite: CS 513.

CS 617 - DES & ANALY OF ALGORITHM  
Semester Hours: 3  
Strategies of algorithm synthesis and analysis. Classical algorithm categories such as: divide-and-conquer, greedy method, dynamic programming, search and traversal. Computational complexity; theoretical results from lower- and upper-bound studies, NP-hard, and NP-complete problems. Prerequisite: CS 517.

CS 630 - ARTIFICIAL INTELLIGENCE I  
Semester Hours: 3  
Comparing and evaluating different approaches to the architecture and development of intelligent systems. Computationally efficient solutions for intelligent systems. Prerequisite: CS 530.
CS 637 - DEEP LEARNING  
Semester Hours: 3

Deep learning, a branch of machine learning focuses on modern neural networks. Deep learning extracts layered data representations to maximize task performance. Requires advanced algorithm and programming knowledge and a strong mathematical background in calculus, linear algebra, and probability & statistics. Several programming projects. Prerequisites: (CS 317 or CS 517) and MA 244 and (MA 385 or ISE 390).

CS 640 - MACHINE LEARNING  
Semester Hours: 3

Discriminant analysis, maximum likelihood decisions, deterministic and nondeterministic approaches for trainable classifiers, preprocessing and feature extraction, clustering, syntatic pattern recognition. Pattern recognition in image analysis. Prerequisites: (CS 317 or CS 517) and MA 244 and (MA 385 or ISE 390).

CS 641 - DATA MINING  
Semester Hours: 3

Data preprocessing, distance measures, classification with decision trees, Bayesian classifiers, neural networks, support vector machines, frequent item set analysis, association rule generation, clustering methods. Prerequisites: (CS 317 or CS 517) and MA 244 and (MA 385 or ISE 390).

CS 642 - COMP PROC/DIGITAL IMAGES  
Semester Hours: 3

Introduction to image processing systems; sensing, sampling and quantization; image transforms; image enhancement and restoration; image segmentation, and description; image correlation; image sequence analysis; practical applications of image processing. Prerequisites: (CS 317 or CS 517) and MA 244, MA 385.

CS 646 - COMPUTER GEOMETRY MODELING  
Semester Hours: 3

Numerical and computer representation of curves and surfaces. Solid geometry modeling. Geometric data management. Curve and surface design, including cubic-B-splines, especially Bezier curves/surfaces. Interpolation methods. Graph-based and Boolean models. Applications to robotics, graphics, CAD. Prerequisite: CS 545.

CS 650 - SOFTWARE ENGINEERING PROC  
Semester Hours: 3

The process of developing complex software products. Includes software life cycles, phases of development and disciplines such as CM, QA, V&V, and T&E. Issues of professionalism and the ethical use of computers. Background in algorithms and programming languages assumed. Prerequisite: CS 317 or CS 517 or CS 521.

CS 652 - OBJECT-ORIENTED DESIGN  
Semester Hours: 3

A survey of formal and informal techniques and methodologies for software analysis, requirements, architecture and design. Emphasis is on effective development processes. Comparison of different approaches, considering their advantages and disadvantages. Prerequisite: CS 650.

CS 656 - SOFTWARE TESTING  
Semester Hours: 3

Advanced software testing techniques, including white box, black box, integration testing, and system testing. Other topics may include test data adequacy, test data selection, and output oracle, including functional, structural, and fault-based testing methods. Prerequisite: CS 650.

CS 658 - SOFTWARE PROC & PROD IMPROVEMENT  
Semester Hours: 3

Software quality assurance as an umbrella activity. Use of process, project, quality and product metrics to gain insight into the software development activity. Use of metrics to drive incremental process improvement techniques. Examination of CASE tools and how they affect the software process. Prerequisite: CS 490 or CS 513.

CS 670 - WIRELESS SENSOR NETWORKS  
Semester Hours: 3

Detailed analysis of the organization and operation of wireless sensor networks. Node and network architecture, link-layer protocols, naming and addressing, topology control, routing protocols, data-centric and content-centric networking, transport layer and quality of service. Prerequisites: CS 370 or CPE 348, minimum grade of C-.
CS 681 - MALWARE ANALYSIS  
Semester Hours: 3

The goal of this course is to introduce the students to malware analysis. Malware analysis involves both static and dynamic analysis as well as obfuscation techniques. This course assumes basic knowledge of reverse engineering/static analysis. After completing the course a student should be able to statically analyze a malware even if advanced obfuscation techniques are used. Further, the student should be able to setup a sandboxed environment for dynamic analysis and to dynamically analyze the malware and draw conclusions about the purpose, nature and exploit used by the malware. Prerequisite: CPE 457 or CPE 557 (minimum grade of C-).

CS 685 - APPLIED CRYPTOGRAPHY  
Semester Hours: 3

Principles and concepts of applied cryptography. Classical cipher's, advanced encryption standard, public-key cryptography and RSA, key exchange and Diffie-Hellman, hashing, authentication, digital signatures, and other cryptography-related issues. Prerequisites: CS 370 or CPE 348.

CS 687 - DATABASE SYSTEMS  
Semester Hours: 3

Basic concepts of database systems. Use of semantic models in database design. Data models with a major focus on the relational and object-oriented models. Relational query languages and normal forms. Database management system design issues. Security and integrity issues. Prerequisite: CS 617.

CS 690 - ADVANCED OPERATING SYSTEMS  
Semester Hours: 3

Issues related to shared memory multiprocessors, multicore computers, clusters, grids and clouds. Concurrency and distributed process coordination. Introduction to network communication issues and systems such as client-server, peer-to-peer, and transaction based. Prerequisite: CS 513.

CS 692 - CYBERSECURITY CAPSTONE  
Semester Hours: 3

A capstone course emphasizing the integration of various principles, theories, and techniques for developing, implementing and using cybersecurity strategies and applications in organizations. Includes readings, lectures, situation analysis, cases, and the completion of a major practical project. Normally taken in the last semester of a student's program. Minimum grade B required. Prerequisites: (IS 501 or CS 585 or CPE 549) and IS 550.

CS 695 - INDEPENDENT STUDY  
Semester Hours: 3

Individual directed study under the supervision of an instructor. Must have instructor approval.

CS 696 - SELECTED TOPICS IN CS  
Semester Hours: 3

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

CS 699 - MASTER'S THESIS  
Semester Hours: 6

Must have instructor approval. Required each semester a student is working and receiving direction on a master's thesis. The 0 hour option is only available to students who have successfully defended their thesis and submitted it for approval but do not meet the deadlines for graduation in the semester submitted. Students may only use the 0 hour option once in their career.

CS 717 - ADV ALGORITHM DES/ANALYSIS  
Semester Hours: 3

Parallel algorithms, combinatorial algorithms, approximation algorithms for NP-complete problems, computational complexity. Distribution of algorithms across complex architectures. Prerequisite: CS 617.

CS 790 - OPERATING SYSTEMS SEMINAR  
Semester Hours: 3

Advanced research topics in operating system theory and practice. Students will read and discuss classic and current papers in the literature. Each student will present reports in class and prepare a substantial research paper. Prerequisite: CS 690.

CS 795 - INDEPENDENT STUDY  
Semester Hours: 3

Individual directed study under the supervision of an instructor. Must have instructor approval.
CS 796 - ADVANCED SELECTED TOPICS  
Semester Hours: 3  
Course offered by an instructor in a specialized area of computer science. Must have instructor approval.

CS 799 - DOCTORAL DISSERTATION  
Semester Hours: 9  
Required each semester student is enrolled and receiving direction on doctoral dissertation. Maximum of 18 hours credit toward degree.