Computer science is an exciting and challenging field that has impact on many parts of our lives. Computer scientists craft the technologies that enable the digital devices we use every day. They develop the large-scale software that powers business and industry, advance the computational techniques and write the software that supports scientists in their study of the world around us. Many new applications of computing technology remain to be discovered. Computing will be at the heart of future revolutions in business, science and society. Students who study computer science will be at the forefront of these important advances.

Computer science offers study in the fields of computer systems, cybersecurity, robotics, algorithm design, artificial intelligence, software and web engineering, programming languages, database design, human–computer interaction, machine learning, data science, numerical and parallel computing, speech and language processing and theoretical computer science.

Computer science is concerned with how computers are constructed, how they store and process data, how they are used in problem-solving and how the quality of those solutions is assessed. It is about the science of creating software for a variety of users, and understanding how that software interacts with the hardware on which it is run and goes well beyond the machine to the study of how people interact with the technologies around them. Applications of computer science reach far and wide.

For more information, visit the Department of Computer Science (http://www.colorado.edu/cs) website.

Course code for this program is CSCI.

Career Possibilities

Computer science graduates from CU Boulder are engaged in a wide variety of jobs with many different companies in locations all over the world. They produce the software and systems that touch lives every day in fields as diverse as scientific exploration, communication, finance, medicine, manufacturing, entertainment and research. Many are software developers, but others become teachers, writers, doctors, lawyers, scientists, military leaders and entrepreneurs. They work at some of the largest, most influential companies in the world, at research institutions, nonprofits and at the smallest start-ups of every type imaginable.

Facilities, Programs and Opportunities

The Department of Computer Science uses a modern computing infrastructure that supports its research and educational missions. This includes general purpose computing labs provided by the university, additional instructional labs and administrative computing resources provided by the department and specialized labs dedicated to the work of individual research groups. A wide variety of computing resources are available so that students have the opportunity to learn about and use cutting-edge equipment and software. The university research computing service maintains a supercomputer, high-speed networking and advanced computing infrastructure for the campus. The computer science educational culture emphasizes the use of individual laptop computers, including their use in courses and group work.

There are many networking opportunities available with companies offering paid internships. Boulder’s tech start-up community, tech companies and research labs provide students with many employment opportunities while earning their degrees. There are also extensive opportunities for undergraduate students to participate in research projects across the campus.

Bachelor's Degree

- Computer Science - Bachelor of Science (BS) (catalog.colorado.edu/undergraduate/colleges-schools/engineering-applied-science/programs-study/computer-science/computer-science-bachelor-science-bs)
- Applied Computer Science - Post-Baccalaureate Bachelor of Science (BS) (catalog.colorado.edu/undergraduate/colleges-schools/engineering-applied-science/programs-study/computer-science/applied-computer-science-post-baccalaureate-bachelor-science-bs)

Minor

- Computer Science - Minor (catalog.colorado.edu/undergraduate/colleges-schools/engineering-applied-science/programs-study/computer-science/computer-science-minor)

Faculty

While many faculty teach both undergraduate and graduate students, some instruct students at the undergraduate level only. For more information, contact the faculty member’s home department.

Anderson, Kenneth M (https://experts.colorado.edu/display/fisid_113566)
Professor; PhD, University of California-Irvine

Bennett, John Knox (https://experts.colorado.edu/display/fisid_116933)
Professor; PhD, University of Washington

Black, John (https://experts.colorado.edu/display/fisid_126540)
Associate Professor; PhD, University of California-Davis

Boese, Elizabeth Sugar (https://experts.colorado.edu/display/fisid_154230)
Instructor; MS, Colorado State University

Bradley, Elizabeth (https://experts.colorado.edu/display/fisid_100546)
Professor; PhD, Massachusetts Institute of Technology

Brubaker, Jed Richards (https://experts.colorado.edu/display/fisid_156193)
Assistant Professor; PhD, University of California-Irvine

Byrd, Richard H.
Professor Emeritus; PhD, Rice University; PhD, Rice University

Cai, Xiaochuan (https://experts.colorado.edu/display/fisid_100636)
Professor; PhD, New York University

Cerny, Pavol (https://experts.colorado.edu/display/fisid_151749)
Assistant Professor; PhD, University of Pennsylvania

Chang, Bor-Yuh Evan (https://experts.colorado.edu/display/fisid_146087)
Assistant Professor; PhD, University of California-Berkeley

Chen, Lijun (https://experts.colorado.edu/display/fisid_149472)
Assistant Professor; PhD, California Institute of Technology

Clauset, Aaron (https://experts.colorado.edu/display/fisid_147554)
Assistant Professor; PhD, University of New Mexico
Courses

CSCI 1000 (1) Computer Science as a Field of Work and Study
Introduces curriculum, learning techniques, time management and career opportunities in Computer Science. Includes presentations from alumni and others with relevant educational and professional experience. Does not count as Computer Science credit for the Computer Science BA.
Requisites: Restricted to students with 0-26 credits (Freshmen) Computer Science (CSEN-BS, CSEN-ADL, CSCI-BA or CSCI-ADL) majors only.
Additional Information: Departmental Category: General Computer Science

CSCI 1200 (3) Introduction to Computational Thinking
Teaches computational thinking and techniques for writing computer programs using the Python programming language. Intended for students who realize that computational skills are beneficial to all fields of study, but who have little or no experience in programming or are not Computer Science majors. Students will be expected to create computer programs to solve problems in a range of disciplines. Does not count as Computer Science credit for the Computer Science BA, BS, or minor.
Additional Information: Departmental Category: General Computer Science
CSCI 1220 (4) Virtual Worlds: An Introduction to Computer Science
Introduces the fundamental principles of computer science using an online virtual world called Second Life as the "Laboratory" for this course. Students will learn how to program by creating objects of interest in Second Life. In-class and in-world discussions and readings will introduce the students to important ideas and concepts that shape the field of computer science. Does not count as Computer Science credit for the Computer Science BA, BS or minor.
Additional Information: Departmental Category: General Computer Science

CSCI 1240 (3) The Computational World
Introduces and explores the "computational style of thinking" and its influence in science, mathematics, engineering and the arts. Does not focus on the nuts and bolts of any particular programming language, but rather the way in which computing has affected human culture and thought in the past half century. Does not count as Computer Science credit for the Computer Science BA, BS, or minor.
Additional Information: Departmental Category: General Computer Science

CSCI 1300 (4) Computer Science 1: Starting Computing
Teaches techniques for writing computer programs in higher level programming languages to solve problems of interest in a range of application domains. Intended for students with little to no experience in computing or programming.
Equivalent - Duplicate Degree Credit Not Granted: CSCI 1310 or CSCI 1320 or ECEN 1310
Requisites: Requires prerequisite or corequisite course of MATH 1300 or MATH 1310 or APPM 1345 or APPM 1350 (all minimum grade C-).
Additional Information: Departmental Category: General Computer Science

CSCI 1320 (4) Computer Science 1: Starting Computing-Engineering Application
Uses problems and tools from Engineering. Teaches techniques for writing computer programs in higher level programming languages to solve problems of interest in Engineering and other domains. Intended for students with little or no prior experience in programming.
Requisites: Requires a prerequisite or corequisite course of MATH 1300 or MATH 1310 or APPM 1345 or APPM 1350 (all minimum grade C-). Restricted to College of Engineering or Pre-Engineering Arts and Science (PREN) majors only.
Additional Information: Departmental Category: General Computer Science

CSCI 2270 (4) Computer Science 2: Data Structures
Studies data abstractions (e.g., stacks, queues, lists, trees) and their representation techniques (e.g., linking, arrays). Introduces concepts used in algorithm design and analysis including criteria for selecting data structures to fit their applications.
Requisites: Requires prerequisite courses of CSCI 1300 or CSCI 1310 or CSCI 1320 or ECEN 1030 or ECEN 1310 and APPM 1345 or APPM 1350 or MATH 1300 or MATH 1310 (all minimum grade C-).
Additional Information: Departmental Category: General Computer Science

CSCI 2400 (4) Computer Systems
Covers how programs are represented and executed by modern computers, including low-level machine representations of programs and data, an understanding of how computer components and the memory hierarchy influence performance.
Requisites: Requires prerequisite course of CSCI 2270 (minimum grade C).
Additional Information: Departmental Category: General Computer Science

CSCI 2820 (3) Linear Algebra with Computer Science Applications
Introduces the fundamentals of linear algebra in the context of computer science applications. Includes vector spaces, matrices, linear systems, and eigenvalues. Includes the basics of floating point computation and numerical linear algebra.
Requisites: Requires prerequisite courses of CSCI 2270 and APPM 1360 or MATH 2300 (all minimum grade C-).
Additional Information: Departmental Category: General Computer Science

CSCI 2824 (3) Discrete Structures
Covers foundational materials for computer science that is often assumed in advanced courses. Topics include set theory, Boolean algebra, functions and relations, graphs, propositional and predicate calculus, proofs, mathematical induction, recurrence relations, combinatorics, discrete probability. Focuses on examples based on diverse applications of computer science.
Requisites: Requires prerequisite courses of CSCI 1200 or CSCI 1300 or CSCI 1310 or CSCI 1320 or ECEN 1030 or ECEN 1310 and APPM 1345 or APPM 1350 or MATH 1300 or MATH 1310 (all minimum grade C-).
Additional Information: Departmental Category: Theory of Computation

CSCI 2830 (1-3) Special Topics in Computer Science
Covers topics of interest in computer science at the sophomore level. Content varies from semester to semester. Does not count as Computer Science credit for the Computer Science BA.
Repeatable: Repeatable for up to 9.00 total credit hours. Allows multiple enrollment in term.
Additional Information: Departmental Category: General Computer Science

CSCI 2900 (1-3) Lower Division, Undergraduate Level Independent Study
Offers selected topics at the elementary level for students with little or no previous computing experience. Does not count as Computer Science credit for the Computer Science BA.
Repeatable: Repeatable for up to 6.00 total credit hours. Allows multiple enrollment in term.
Additional Information: Departmental Category: General Computer Science

CSCI 3002 (4) Fundamentals of Human Computer Interaction
Introduces the practice and research of human-computer interaction, including its history, theories, the techniques of user-centered design, and the development of interactive technologies. The course will cover computing in society at large with respect to domains such as health, education, assistive technology, ethics, environment, and more.
Requisites: Required pre-requisite of CSCI 2270 (minimum grade C-). Restricted to students with 27-180 credits (Sophomores, Juniors or Seniors).
Additional Information: Departmental Category: Artificial Intelligence
CSCI 3010 (3) Programming Project Workshop
Explores concepts and techniques for design and construction of larger, reliable, and maintainable software systems. Topics covered will include: specifications, program structure and design, program correctness approaches, and working with established code bases. This course will emphasize coding individually and in pairs and will include multiple weeks-long projects.
Requisites: Requires a prerequisite course of CSCI 2270 (minimum grade C).

CSCI 3022 (3) Introduction to Data Science with Probability and Statistics
Introduces students to the tools methods and theory behind extracting insights from data. Covers algorithms of cleaning and munging data, probability theory and common distributions, statistical simulation, drawing inferences from data, and basic statistical modeling.
Requisites: Requires prerequisite course of CSCI 2270 and (APPM 1360 or MATH 2300) and (CSCI 2824 or ECEN 2703 or APPM 3170 or MATH 2001). (all minimum grade C-).
Grading Basis: Letter Grade
Additional Information: Departmental Category: Artificial Intelligence

CSCI 3100 (1) Software and Society
Provides students with an understanding of the professional, ethical, legal and social issues and responsibilities of software developers, as well as providing them with the ability to analyze the local and global impacts of computing on individuals, organizations and society.
Equivalent - Duplicate Degree Credit Not Granted: CSCI 4308 and CSCI 4328 and CSCI 4338 and CSCI 4348
Requisites: Requires prerequisite course of CSCI 3308 (minimum grade C-). Restricted to Computer Science (CSEN-BS, CSEN-ADL,CSEN-BSCS) majors only.
Grading Basis: Letter Grade
Additional Information: Departmental Category: General Computer Science

CSCI 3104 (4) Algorithms
Covers the fundamentals of algorithms and various algorithmic strategies, including time and space complexity, sorting algorithms, recurrence relations, divide and conquer algorithms, greedy algorithms, dynamic programming, linear programming, graph algorithms, problems in P and NP and approximation algorithms.
Requisites: Requires prerequisite courses of CSCI 2270 and APPM 1360 or MATH 2300 and one of the following: CSCI 2824 or ECEN 2703 or APPM 3170 or MATH 2001 (all minimum grade C-).
Additional Information: Departmental Category: Theory of Computation

CSCI 3112 (1-3) Human-Centered Computing Professional Development
Supports students in developing professional skills and practices in human-computer interaction, design of interactive systems, computer supported cooperative work, computer supported collaborative learning, educational technology, tools that support creativity, user-developed knowledge collections and gaming.
Equivalent - Duplicate Degree Credit Not Granted: ATLS 3112
Repeatable: Repeatable for up to 3.00 total credit hours.
Additional Information: Departmental Category: Artificial Intelligence

CSCI 3155 (4) Principles of Programming Languages
Study fundamental concepts on which programming of languages are based, and execution models supporting them. Topics include values, variables, bindings, type systems, control structures, exceptions, concurrency, and modularity. Learn how to select a language and to adapt to a new language.
Requisites: Requires prerequisite courses of CSCI 2270 and CSCI 2824 or ECEN 2703 or APPM 3170 or MATH 2001 (all minimum grade C-).
Additional Information: Departmental Category: Programming Languages

CSCI 3202 (3) Introduction to Artificial Intelligence
Surveys artificial intelligence techniques of search, knowledge representation and reasoning, probabilistic inference, machine learning, and natural language
Requisites: Requires prerequisite courses of CSCI 2270 CSCI 2824 or MATH 2001 or ECEN 2703 or APPM 3170 one of the following Prob/ Stats courses: APPM 3570,4570,4520, CSCI 3022, MATH 3510,4510, CVEN 3227, CHEN 3010, ECEN 3810, MCEN 4120 or ECON 3818(all min grade C-)
Additional Information: Departmental Category: Artificial Intelligence

CSCI 3287 (3) Design and Analysis of Data Systems
Analyzes design of data systems, including data stored in file systems, database management systems and physical data organizations. Studies calculus of data models, query languages, concurrency and data privacy and security.
Requisites: Requires prerequisites of CSCI 2270 and (CSCI 2824 or ECEN 2703 or APPM 3170 or MATH 2001) (all minimum grade C-).
Additional Information: Departmental Category: Database Systems

CSCI 3302 (3) Introduction to Robotics
Introduces students to fundamental concepts in autonomous, mobile robotics: mechanisms, locomotion, kinematics, control, perception and planning. The course consists of lectures and lab sessions that are geared toward developing a complete navigation stack on a miniature mobile robotic platform.
Equivalent - Duplicate Degree Credit Not Granted: ECEN 3303
Requisites: Requires prerequisite courses of CSCI 2270 and (CSCI 2824 or ECEN 2703 or APPM 3170 or MATH 2001) and (APPM 2360 or APPM 3310 or CSCI 2820 or MATH 2130 or MATH 2135) (all minimum grade C-).
Additional Information: Departmental Category: Artificial Intelligence

CSCI 3308 (3) Software Development Methods and Tools
Covers tools and practices for software development with a strong focus on best practices used in industry and professional development, such as agile methodologies, pair-programming and test-driven design. Students develop web services and applications while learning these methods and tools.
Requisites: Requires prerequisite course of CSCI 2270 (minimum grade C-).
Additional Information: Departmental Category: Software Engineering

CSCI 3403 (4) Introductions to CyberSecurity for a Converged World
Introduces core concepts in cybersecurity including confidentiality, integrity, authentication, risk management, and adversarial thinking. The concepts will be applied to both traditional information technology (IT) systems and cyber physical systems (CPS). At the conclusion of the course students should have a solid foundation in cybersecurity and hands-on experience.
Requisites: Requires prerequisite course of CSCI 2400 or ECEN 3350 (minimum grade C-).
Additional Information: Departmental Category: Operating Systems and Hardware
CSCI 3434 (3) Theory of Computation
Introduces the foundations of formal language theory, computability, and complexity. Shows relationship between automata and various classes of languages. Addresses the issue of which problems can be solved by computational means, and studies complexity of solutions.
Requisites: Requires prerequisite course of CSCI 3104 (minimum grade C).
Additional Information: Departmental Category: Theory of Computation

CSCI 3656 (3) Numerical Computation
Covers development, computer implementation, and analysis of numerical methods for applied mathematical problems. Topics include floating point arithmetic, numerical solution of linear systems of equations, root finding, numerical interpolation, differentiation, and integration.
Requisites: Requires prerequisite courses of CSCI 1300 or CSCI 1310 or CSCI 1320 or ECEN 1310 and APPM 1360 or MATH 2300 and MATH 2130 or APPM 2360 or APPM 3310 or CSCI 2820 (all minimum grade C).
Additional Information: Departmental Category: Numerical Computation

CSCI 3702 (3) Cognitive Science
Introduces cognitive science, drawing from psychology, philosophy, artificial intelligence, neuroscience, and linguistics. Studies the linguistic relativity hypothesis, consciousness, categorization, linguistic rules, the mind-body problem, nature versus nurture, conceptual structure and metaphor, logic/problem solving and judgment. Emphasizes the nature, implications and limitations of the computational model of mind.
Equivalent - Duplicate Degree Credit Not Granted: LING 3005 and PHIL 3310 and PSYC 3005 and SLHS 3003
Recommended: Prerequisites two of the following CSCI 1300 or LING 2000 or PHIL 2440 or PSYC 2145.
Additional Information: Arts Sci Gen Ed: Distribution-Social Sciences
Arts Sci Gen Ed: Distribution-Natural Sciences
Arts Sci Gen Ed: Distribution-Arts Humanities
Departmental Category: Artificial Intelligence

CSCI 3753 (4) Design and Analysis of Operating Systems
Analyzes the software that extends hardware to provide a computing environment, including the role of linkers, file systems, resource sharing, security and networking. Studies the history of operating system organization and design and their influence on security, functionality and reliability.
Requisites: Requires prerequisite courses of CSCI 2270 and either CSCI 2400 or ECEN 3350 (all minimum grade C).
Additional Information: Departmental Category: Operating Systems and Hardware

CSCI 3832 (3) Machine Translation
Provides a comprehensive overview of current techniques in statistical machine translation of natural language, e. automatically translating from Spanish to English. Covers language models, reordering, hierarchical translation and evaluating whether a translation is effective.
Requisites: Requires prerequisite courses of CSCI 2270 and CSCI 2824 or MATH 2001 or ECEN 2703 or APPM 3170 (all minimum grade C).
Grading Basis: Letter Grade
Additional Information: Departmental Category: Artificial Intelligence

CSCI 4229 (3) Computer Graphics
Studies design, analysis and implementation of computer graphics techniques. Topics include interactive techniques, 2D and 3D viewing, clipping, segmentation, translation, rotation and projection. Involves removal of hidden edges, shading and color. Knowledge of basic linear algebra is required.
Equivalent - Duplicate Degree Credit Not Granted: CSCI 5229
Requisites: Requires prerequisite course of CSCI 2270 (minimum grade C).
Additional Information: Departmental Category: Graphics

CSCI 4239 (3) Advanced Computer Graphics
Studies design, analysis and implementation of advanced computer graphics techniques. Topics include shaders, using the GPU for high performance computing, graphics programming on embedded devices such as mobile phones; advanced graphics techniques such as ray tracing.
Equivalent - Duplicate Degree Credit Not Granted: CSCI 5239
Requisites: Requires prerequisite course of CSCI 4229 (minimum grade C).
Additional Information: Departmental Category: Graphics

CSCI 4250 (3) Computer Science: The Canon
Explores the "great works" of computer science through intensive reading and discussion. Readings include works by Babbage, Turing, Von Neumann, Goedel, Shannon and Minsky, among others. Does not count as CS credit for the Computer Science BA, BS or minor.
Equivalent - Duplicate Degree Credit Not Granted: CSCI 5250
Requisites: Restricted to students with 57-180 credits (Juniors or Seniors).
Additional Information: Departmental Category: General Computer Science

CSCI 4253 (3) Datacenter Scale Computing - Methods, Systems and Techniques
Covers the primary problem solving strategies, methods and tools needed for data-intensive programs using large collections of computers typically called "warehouse scale" or "data-center scale" computers. Examines methods and algorithms for processing data-intensive applications, methods for deploying and managing large collections of computers in an on-demand infrastructure and issues of large-scale computer system design.
Equivalent - Duplicate Degree Credit Not Granted: CSCI 5253
Requisites: Requires prerequisite course of CSCI 3753 (minimum grade C). Restricted to students with 57-180 credits (Juniors or Seniors).
Recommended: Prerequisite CSCI 4273.
Grading Basis: Letter Grade
Additional Information: Departmental Category: Operating Systems and Hardware

CSCI 4273 (3) Network Systems
Focuses on design and implementation of network programs and systems, including topics in network protocols, file transfer, client-server computing, remote procedure call and other contemporary network system design and programming techniques. Familiarity with C and Unix or Linux is required.
Equivalent - Duplicate Degree Credit Not Granted: CSCI 5273 and ECEN 5273
Requisites: Requires prerequisite course of CSCI 3753 (minimum grade C).
Additional Information: Departmental Category: Operating Systems and Hardware
CSCI 4302 (3) Advanced Robotics
Exposes students to current research topics in the field of robotics and provides hands-on experience in solving a grand challenge program. Equivalent - Duplicate Degree Credit Not Granted: CSCI 5302
Requisites: Requires prerequisite course of CSCI 3302 (minimum grade C-).
Additional Information: Departmental Category: Artificial Intelligence

CSCI 4308 (4) Software Engineering Project 1
Advanced practicum in which students design, implement, document and test software systems for use in industry, non-profits, government and research institutions. Also offers extensive experience in oral and written communication throughout the development process. Department enforced prerequisite: successful completion of a minimum of 36 credit hours of Computer Science coursework and approved WRTG. CSCI-BA students interested in taking this course should contact their advisor(s) early in their major.
Requisites: Requires prerequisite courses of CSCI 3155 and CSCI 3308 (all minimum grade C-). Restricted to students with 87-180 credits (Senior, Fifth Year Senior) Computer Science (CSEN) majors or Computer Science Concurrent Degree majors only.
Additional Information: Departmental Category: Software Engineering

CSCI 4314 (3) Algorithms for Molecular Biology
Surveys molecular biology and combinatorial algorithms used to understand DNA, RNA and proteins. Students work in groups to define and tackle meaningful biological problems and learn to collaborate effectively with scientists in other disciplines.
Equivalent - Duplicate Degree Credit Not Granted: CSCI 5314
Requisites: Requires a prerequisite course of CSCI 3104 (minimum grade C-).
Recommended: Prerequisite comfort with mathematics and/or programming experience, and more advanced understanding (upper undergraduate level) of any relevant discipline.
Additional Information: Departmental Category: Theory of Computation

CSCI 4318 (4) Software Engineering Project 2
Second semester of an advanced practicum in computer science. Students must take this course and CSCI 4308 contiguously as the project spans the entire academic year.
Requisites: Requires prerequisite course of CSCI 4308 (minimum grade C-).
Additional Information: Departmental Category: Software Engineering

CSCI 4328 (4) Software Project Management and Mentoring
Review software project management and discuss the latest approaches, methodologies and standards of software development. Learn to develop software quality, documentation, testing, and prototype goals. Study project risk management and cost estimation approaches. Experience mentoring Senior Software Project Team. Intended for professional software developers. Department consent required, see Senior Project Director for permission.
Requisites: Requires prerequisite courses of CSCI 3155 and CSCI 3308 (all minimum grade C-). Restricted to students with 87-180 credits (Senior, Fifth Year Senior) Computer Science (CSEN) majors or Computer Science Concurrent Degree majors only.
Grading Basis: Letter Grade
Additional Information: Departmental Category: Software Engineering

CSCI 4338 (2) Software Project Management
Review software project management and discuss the latest approaches, methodologies and standards of software development. Learn to develop software quality, documentation, testing, and prototype goals. Study project risk management and cost estimation approaches. Intended for double majors doing interdisciplinary projects in other departments. Department consent required, see Senior Project Director for permission.
Requisites: Requires prerequisite courses of CSCI 3155 and CSCI 3308 (all minimum grade C-). Restricted to students with 87-180 credits (Senior, Fifth Year Senior) Computer Science (CSEN) majors or Computer Science Concurrent Degree majors only.
Grading Basis: Letter Grade
Additional Information: Departmental Category: Software Engineering

CSCI 4348 (4) Startup Essentials: Entrepreneurial Projects in Computing
Provide students with the tools to be successful technical co-founders of their own startups. Explores the initial stages of founding a startup, including team formation, idea validation, pivoting and pitching, while employing an iterative methodology. Student teams will develop a minimum viable product, pitch their final startup concept, and be evaluated on product/market fit. Department enforced restriction, successful completion of a minimum of 36 credit hours of Computer Science coursework and approved WRTG. Formerly CSCI 4000.
Equivalent - Duplicate Degree Credit Not Granted: CSCI 5340
Requisites: Requires prerequisite courses of CSCI 3155 and CSCI 3308 (all minimum grade C-). Restricted to students with 87-180 credits (Senior, Fifth Year Senior) Computer Science (CSEN) majors or Computer Science Concurrent Degree majors only.
Additional Information: Departmental Category: General Computer Science

CSCI 4358 (4) Entrepreneurial Projects II
Follows CSCI 4348. In the second semester of this entrepreneurial project capstone, student teams will seek to find market traction for a high-fidelity Minimum Viable Product (MVP), software and/or hardware, that they will develop as part of their startup project. Teams will further learn to incorporate principles of marketing, business finance and legal issues into the business model for their startup concept.
Equivalent - Duplicate Degree Credit Not Granted: CSCI 5350
Requisites: Requires a prerequisite course of CSCI 4348 (minimum grade C-).
Additional Information: Departmental Category: General Computer Science

CSCI 4413 (3) Computer Security and Ethical Hacking
Teaches basic exploit design and development through hands-on experimentation and testing. Uses a controlled environment to give students a "playground" in which to test penetration skills that are normally not allowed on live networks.
Equivalent - Duplicate Degree Credit Not Granted: CSCI 5413
Requisites: Requires prerequisite course of CSCI 4273 (minimum grade C-).
Additional Information: Departmental Category: Operating Systems and Hardware
CSCI 4446 (3) Chaotic Dynamics
Explores chaotic dynamics theoretically and through computer simulations. Covers the standard computational and analytical tools used in nonlinear dynamics and concludes with an overview of leading-edge chaos research. Topics include time and phase-space dynamics, surfaces of section, bifurcation diagrams, fractal dimension and Lyapunov exponents.
Equivalent - Duplicate Degree Credit Not Granted: CSCI 5446 and ECEN 4423 and ECEN 5423
Requisites: Requires prerequisite course of CSCI 1300 or CSCI 1310 or CSCI 1320 or ECEN 1310 and APPM 2350 or MATH 2400 (all minimum grade C-).
Recommended: Prerequisites PHYS 1120 and CSCI 3656 and (MATH 2130 or MATH 2135).
Additional Information: Departmental Category: Numerical Computation

CSCI 4448 (3) Object-Oriented Analysis and Design
An applied analysis and design class addressing the use of object-oriented techniques. Topics include domain modeling, use cases, architectural design and modeling notations. Students apply the techniques in analysis and design projects.
Equivalent - Duplicate Degree Credit Not Granted: CSCI 5448
Requisites: Requires prerequisite courses of CSCI 3155 and CSCI 3308 (all minimum grade C-).
Additional Information: Departmental Category: Software Engineering

CSCI 4502 (3) Data Mining
Introduces basic data mining concepts and techniques for discovering interesting patterns hidden in large-scale data sets, focusing on issues relating to effectiveness and efficiency. Topics covered include data preprocessing, data warehouse, association, classification, clustering, and mining specific data types such as time-series, social networks, multimedia, and Web data.
Equivalent - Duplicate Degree Credit Not Granted: CSCI 5502
Requisites: Requires prerequisite course of CSCI 2270 (minimum grade C-).
Additional Information: Departmental Category: Artificial Intelligence

CSCI 4555 (3) Compiler Construction
Introduces the basic techniques used in translating programming languages: scanning, parsing, definition table management, operator identification and coercion, code selection and register allocation, error recovery. Students build a complete compiler for a simple language.
Equivalent - Duplicate Degree Credit Not Granted: CSCI 5525 and ECEN 4553 and ECEN 5523
Requisites: Requires prerequisite courses of CSCI 3155 and CSCI 2400 or ECEN 3350 (all minimum grade C-).
Additional Information: Departmental Category: Programming Languages

CSCI 4576 (4) High-Performance Scientific Computing
Introduces computing systems, software and methods used to solve large-scale problems in science and engineering. Students use high-performance workstations and a supercomputer.
Equivalent - Duplicate Degree Credit Not Granted: CSCI 5576
Recommended: Prerequisite CSCI 3656.
Additional Information: Departmental Category: Numerical Computation

CSCI 4593 (3) Computer Organization
Studies computer design at the gate level. Discusses instruction set architecture design, arithmetic and logic unit design, control logic, memory design and caches, simple pipelining, I/O and peripheral devices. Briefly covers aspects of modern computer architecture, such as multicore processors and cache coherence for these.
Equivalent - Duplicate Degree Credit Not Granted: ECEN 4593
Requisites: Requires prerequisite course of ECEN 3350 or CSCI 2400 (minimum grade C-).
Additional Information: Departmental Category: Operating Systems and Hardware

CSCI 4753 (3) Computer Performance Modeling
Presents a broad range of system measurement and modeling techniques, emphasizing applications to computer systems. Topics include system measurement, workload characterization and analysis of data; design of experiments; simulation; and queueing theory and queueing network models.
Equivalent - Duplicate Degree Credit Not Granted: CSCI 4753 and ECEN 4753
Requisites: Requires prerequisite course of CSCI 3753 and MATH 2300 or APPM 1360 (all minimum grade C-).
Recommended: Requisite course statistics.
Additional Information: Departmental Category: Operating Systems and Hardware

CSCI 4802 (1) Data Science Team Companion Course
Gives students hands-on experience applying data science techniques and machine learning algorithms to real-world problems. Students work in small teams on internal challenges, many of which will be sponsored by local companies and organizations and will represent the university in larger teams for external challenges at the national and global level, such as those hosted by Kaggle. Students will be expected to participate in both internal and external challenges, attend meetings and present short presentations to the group when appropriate.
Equivalent - Duplicate Degree Credit Not Granted: CSCI 5802
Repeatable: Repeatable for up to 3.00 total credit hours.
Requisites: Requires a prerequisite course of APPM 3310 or APPM 3570 or APPM 4520 or APPM 4570 or MATH 2130 or MATH 3510 or MATH 4510 or CSCI 2820 or CSCI 3022 or CVEN 3227 or ECEN 3810 or MCEN 4120 (minimum grade C-).
Additional Information: Departmental Category: Artificial Intelligence

CSCI 4809 (3) Computer Animation
Develops a firm understanding of the general principles of computer animation. Lectures cover the creation of models, materials, textures, surfaces, and lighting. Path and key frame animation, particle dynamics, and rendering are introduced. Students are assigned a number of animation tutorials to carry out.
Equivalent - Duplicate Degree Credit Not Granted: CSCI 5809 and ATLS 4809 and ATLS 5809
Additional Information: Departmental Category: Graphics

CSCI 4830 (1-4) Special Topics in Computer Science
Covers topics of interest in computer science at the senior undergraduate level. Content varies from semester to semester. Only 9 credit hours from CSCI 4830 and/or CSCI 4831 can count toward Computer Science BS or BA.
Repeatable: Repeatable for up to 9.00 total credit hours. Allows multiple enrollment in term.
Requisites: Requires prerequisite course of CSCI 2400 or ECEN 3350 (minimum grade C-).
Additional Information: Departmental Category: General Computer Science
CSCI 4831 (1-3) Special Topics in Algorithms
Covers topics of interest in computer science at the upper-division undergraduate level. Content varies from semester to semester.
Repeatably: Repeatable for up to 9.00 total credit hours. Allows multiple enrollment in term.
Requisites: Requires prerequisite courses of CSCI 3104 and CSCI 2820 or MATH 2130 or APPM 3310 (all minimum grade C-).
Additional Information: Departmental Category: General Computer Science

CSCI 4849 (3) Input, Interaction, and Accessibility
Explores input and interaction techniques, with an emphasis on universal design and alternative interfaces. Students will explore traditional input methods such as keyboard and mouse input, and alternative techniques such as voice and eye gaze. Students will conduct performance evaluations of existing techniques, and prototype new interaction methods. Students will design technologies to support people with varying abilities and disabilities.
Equivalent - Duplicate Degree Credit Not Granted: CSCI 5849
Requisites: Requires prerequisite of CSCI 3002 (minimum grade C-).

CSCI 4889 (3) Interactive Machine Learning for Customizable and Expressive Interfaces
Introduces students to techniques for applying machine learning in the development of customizable human-computer interfaces. Students will learn to process a wide variety of input data (e.g. video and accelerometer streams), using different machine learning algorithms to detect semantically meaningful events that can afford the construction of new interactive systems. They will complete substantial projects within the domains of assistive or creative technologies. Does not fulfill Breadth Requirement for CSEN graduate students.
Equivalent - Duplicate Degree Credit Not Granted: CSCI 5880, ATLS 4889 and ATLS 5880
Requisites: Requires prerequisite of (CSCI 3022 or APPM 4570 or APPM 5570 or CVEN 3227 or MATH 3510 or MATH 4510 or ECEN 3810 or ECON 3818 or MCEN 4120) and (CSCI 3002 or CSCI 3202 or CSCI 4448) all minimum grade C-.
Grading Basis: Letter Grade
Additional Information: Departmental Category: Artificial Intelligence

CSCI 4900 (1-3) Upper Division, Undergraduate Level Independent Study
Provides opportunities for independent study at the upper-division undergraduate level. Students work on a small research problem or tutor lower-division computer science students.
Repeatably: Repeatable for up to 8.00 total credit hours. Allows multiple enrollment in term.
Requisites: Requires prerequisite course of CSCI 1300 or CSCI 1310 or CSCI 1320 (all minimum grade C-).
Additional Information: Departmental Category: General Computer Science

CSCI 4950 (2-4) Senior Thesis
Provides an opportunity for senior computer science majors to conduct exploratory research in computer science. Department enforced restriction, successful completion of a minimum of 36 credit hours of Computer Science coursework and approved WRTG.
Repeatably: Repeatable for up to 8.00 total credit hours.
Requisites: Requires a prerequisite or corequisite course of CSCI 3100 (minimum grade C-). Restricted to students with 87-180 credits (Senior, Fifth Year Senior).
Additional Information: Departmental Category: General Computer Science

CSCI 4960 (2-4) Computer Science Honors Thesis
Provides an opportunity for senior Computer Science majors to complete an honors thesis by conducting exploratory research in computer science. Department enforced prerequisites: successful completion of a minimum of 36 credit hours of Computer Science foundation and Computer Science electives and a writing requirement.
Repeatably: Repeatable for up to 8.00 total credit hours.
Requisites: Restricted to students with 87-180 credits (Senior, Fifth Year Senior).
Grading Basis: Letter Grade
Additional Information: Departmental Category: General Computer Science