Computerscience (COMP)

Courses

COMP 3200 Discrete Structures (4 Credits)
Discrete mathematical structures and non-numerical algorithms; graph theory, elements of probability, propositional calculus, Boolean algebras; emphasis on applications to computer science. Cross-listed as MATH 3200. Prerequisites: MATH 2200 or COMP 2300 and COMP 1672 or COMP 1771.

COMP 3341 Multimedia Systems (4 Credits)
This course covers fundamental issues in design and implementation of multimedia applications. This course also covers technologies in multimedia systems such as multimedia data representation, compression, coding, networking, data management, and I/O technologies. Prerequisite: COMP 3361.

COMP 3351 Programming Languages (4 Credits)
Programming language as a component of software development environment; binding, scope, lifetime, value and type of a variable; run-time structure—static, stack-based and dynamic languages; parameter passing—call by reference, value, result, value-result and name; subprogram parameters; role played by side effects, dangling pointers, aliases and garbage; garbage collection; data abstraction - study of object-oriented, functional, and logic languages. Prerequisites: COMP 2370, COMP 2691, and COMP 2355.

COMP 3353 Compiler Construction (4 Credits)
Design and implementation of a major piece of software relevant to compilers. Prerequisite: COMP 3352.

COMP 3361 Operating Systems I (4 Credits)
Operating systems functions and concepts; processes, process communication, synchronization; processor allocation, memory management in multiprogramming, time sharing systems. Prerequisites: COMP 2355, COMP 2370, and COMP 2691.

COMP 3371 Advanced Data Structures & Algorithms (4 Credits)
Design and analysis of algorithms; asymptotic complexity, recurrence equations, lower bounds; algorithm design techniques such as incremental, divide and conquer, dynamic programming, randomization, greedy algorithms, etc. Prerequisites: COMP 2370, MATH 3200.

COMP 3381 Software Engineering I (4 Credits)
An introduction to software engineering. Topics include software processes, requirements, design, development, validation and verification and project management. Cross listed with COMP 4381. Prerequisite: COMP 2370.

COMP 3382 Software Engineering II (4 Credits)
Continuation of COMP 3381. Topics include component-based software engineering, model-driven architecture, and service-oriented architecture. Prerequisite: COMP 3381.

COMP 3400 Advanced Unix Tools (4 Credits)
Design principles for tools used in a UNIX environment. Students gain experience building tools by studying the public domain versions of standard UNIX tools and tool-building facilities. Prerequisites: COMP 2400 and knowledge of C and csh (or another shell), and familiarity with UNIX.

COMP 3410 World Wide Web Programming (4 Credits)
Creating WWW pages with HTML, accessing user-written programs via CGI scripts, creating forms, imagemaps and tables, and Java programming principles and techniques. Prerequisite: COMP 2355.

COMP 3421 Database Organization & Management I (4 Credits)
An introductory class in databases explaining what a database is and how to use one. Topics include database design, ER modeling, database normalization, relational algebra, SQL, physical organization of records and clocks, heap files, sorted files, hashing, extendible hashing, linear hashing and B trees. Each student will design, load, query and update a nontrivial database using the Oracle DBMS. Prerequisite: COMP 2370.

COMP 3431 Data Mining (4 Credits)
Data Mining is the process of extracting useful information implicitly hidden in large databases. Various techniques from statistics and artificial intelligence are used here to discover hidden patterns in massive collections of data. This course is an introduction to these techniques and their underlying mathematical principles. Topics covered include: basic data analysis, frequent pattern mining, clustering, classification, and model assessment. Prerequisites: COMP 2370.

COMP 3501 Introduction to Artificial Intelligence (4 Credits)
Programming in LISP and Prolog with applications to artificial intelligence; fundamental concepts of artificial intelligence; emphasis on general problem-solving techniques including state-space representation, production systems, and search techniques. Prerequisites: MATH 2200, COMP 2370.

COMP 3621 Computer Networking (4 Credits)
An introduction to computer networks with an emphasis on Internet protocols. Topics include; network topologies, routing, Ethernet, Internet protocol, sockets, operating system impact and client/server implementations. Prerequisites: COMP 2355 and COMP 2370. Corequisite: COMP 3361.
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**COMP 3731 Computer Forensics (4 Credits)**

Computer Forensics involves the examination of information contained in digital media with the aim of recovering and analyzing latent evidence. This course will provide students an understanding of the basic concepts in preservation, identification, extraction and validation of forensic evidence in a computer system. The course covers many systems level concepts such as disk partitions, file systems, system artifacts in multiple operating systems, file formats, email transfers, and network layers, among others. Students work extensively on raw images of memory and disks, and in the process, build components commonly seen as features of commercial forensics tools (e.g. file system carver, memory analyzer, file carver, and steganalysis). Prerequisites: COMP 2355.

**COMP 3801 Introduction Computer Graphics (4 Credits)**

Fundamentals of graphics hardware, scan conversion algorithms, 2D and 3D viewing transformations, windows, viewports, clipping algorithms, mathematics for computer graphics, graphics programming using a standard API. Prerequisites: COMP 2370, MATH 1952 or 1962, and MATH 2060.

**COMP 3821 Game Programming I (4 Credits)**

An introduction to computer game programming. Use of a game engine to create 3D computer games. Topics to include game scripting, simple 3D asset creation, incorporation of assets, keyboard/mouse event handling, animation, game phases and score keeping. Prerequisite: COMP 2370.

**COMP 3822 Game Programming II (4 Credits)**

An introduction to computer game engine programming. Major class goal is to understand how game engines are created by building subsets of a game engine. Non-exhaustive set of topics include how terrains are generated, how animations are supported, how particle systems are implemented, how physics systems are coded, and how support is provided for higher level scripting languages. All coding will be done in low-level graphics languages. Prerequisites: COMP 3801 and COMP 3821.

**COMP 3904 Internship/Co-Op in Computing (0-10 Credits)**

Practical experience in designing, writing and/or maintaining substantial computer programs under supervision of staff of University Computing and Information Resources Center. Prerequisites: COMP 2370 and approval of internship committee (see department office).

**COMP 3991 Independent Study (1-10 Credits)**

Cannot be arranged for any course that appears in the regular course schedule for that particular year.

**COMP 3992 Directed Study (1-10 Credits)**

**COMP 4362 Operating Systems II (4 Credits)**

Continuation of COMP 3361. Case studies of existing operating systems programing. Prerequisite: COMP 3621.

**COMP 4372 Theory of Algorithms (4 Credits)**

NP-completeness; lower bound theory; approximation algorithms; amortized complexity and data structures, randomized algorithms. Assorted topics such as string algorithms, graph algorithms, linear programming, computational geometry. Prerequisite: COMP 3371.

**COMP 4384 Secure Software Engineering (4 Credits)**

This course is concerned with systematic approaches for the design and implementation of secure software. While topics such as cryptography, networking, network protocols and large scale software development are touched upon, this is not a course on those topics. Instead, this course is on identification of potential threats and vulnerabilities early in the design cycle. The emphasis in this course is on methodologies and paradigms for identifying and avoiding security vulnerabilities, formally establishing the absence of vulnerabilities, and ways to avoid security holes in new software. There are programming assignments designed to make students practice and experience secure software design and development. Prerequisites: COMP 3381 & COMP 4555. COMP 3621 is highly recommended. Students must be able to implement complex programs in C, C++ and Java.

**COMP 4600 Seminar in Computer Science (0-4 Credits)**

Preparation and presentation of lectures on some aspect of current research in computer science; topics not generally encountered in formal courses, may include robotics, pattern recognition, parallel processing, computer applications. 10- to 15- page paper with bibliography required.
COMP 4621 Computer Networking (1-4 Credits)
COMP 4701 Special Topics-Computer Graphics (1-4 Credits)
COMP 4702 Advanced Topics-Database (3 Credits)
COMP 4703 Adv Topics-Artificial Intell (1-4 Credits)
COMP 4704 Advanced Topics-Systems (3-4 Credits)
COMP 4705 Advanced Topics-Programming (1-4 Credits)
COMP 4708 Special Topics-VLSI (3 Credits)
COMP 4709 Special Topics-Computer Security (3 Credits)
COMP 4720 Applied Cryptography (4 Credits)
Block ciphers, one-way hashes, symmetric and asymmetric encryption, public-key infrastructure, digital signatures, security protocols, anonymity, and digital cash.

COMP 4721 Computer Security (4 Credits)
This course gives students an overview of computer and system security along with some cryptography. Some network security concepts are also included. Other concepts include coverage of risks and vulnerabilities, policy formation, controls and protection methods, role-based access controls, database security, authentication technologies, host-based and network-based security issues. Prerequisite: COMP 3361.

COMP 4722 Network Security (4 Credits)
Authentication and key establishment, web security, Internet worms, viruses, spyware, spam, phishing, botnets, distributed denial of service, TCP/IP and DNS security, firewalls and intrusion detection systems, and wireless security. Prerequisites: COMP 4621 and COMP 4721.

COMP 4723 Ethical Hacking (4 Credits)
Penetration testing, denial of service, social engineering, buffer overflow, hacking of sessions, bluetooth, smartphone, and wireless protocols. Web security including SQL injection and cross-site scripting is included as well. Prerequisites: COMP 4621 and COMP 4721.

COMP 4991 Independent Study (1-10 Credits)
Cannot be arranged for any course that appears in regular course schedule for that particular year.

COMP 4992 Directed Study (1-10 Credits)

COMP 4995 Independent Research (1-17 Credits)
Research projects undertaken in conjunction with a faculty member.

COMP 5991 Independent Study (1-17 Credits)

COMP 5995 Independent Research (1-17 Credits)